

REALMS OF CTHULHU



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CAMPAIGN SETTING

FOR USE WITH SAVAGE WORLDS

REALMS OF CTHULHU

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BOOK WOULDN'T BE POSSIBLE.

THIS WORK IS DEDICATED TO MY DEAR DAUGHTER, CHINA PRESTON,
MY SUPPORTIVE PARENTS, CHARLES AND RUBY PRESTON, THE NEWEST
LITTLE LUCAS (COMING SOON), AND THE MEMORY OF CHARLENE SUN.

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FOREWORD

I have two secrets to share. The first is that I've never read the *Call of Cthulhu* RPG.

That may seem strange coming from someone so heavily involved with roleplaying games for the last two decades, but hear me out. The reason I haven't read CoC isn't due to any lack of appreciation for Chaosium's flagship product line. On the contrary. I haven't read Cthulhu because I want the Mythos to remain mysterious.

I've read plenty of H.P. Lovecraft's work—I'm a pulp enthusiast to the core—but I don't want to see the stats for the *Colour out of Space*, or the details for the ritual cast in *The Strange Case of Charles Dexter Ward*. I don't want a spell list from *The Necronomicon*, or know the exact percentage chance a Ghoul has of causing my hero infection.

I want my Game Master to have these facts—and that's what you'll find in Reality Blurs' excellent version of the game—but we players need to be in the dark. Perhaps we won't be as perplexed as our characters when they confront some angular-yet-amorphous horror from beyond our comprehension, but neither should we know the exact hit points (or Toughness, in *Savage Worlds*) for a Fungi from Yuggoth.

Call of Cthulhu is all about mystery. I remember the first game I ever played. It was a haunted house adventure that I think was included in some edition of the core rulebook. The adventure was pure chaos. The party I was with—which included *Deadlands* alumni John Goff and John Hopler—couldn't for the life of us figure out what was going on. It seemed a completely random collection of strangeness, ghosts, and horrors. To the best of my admittedly-limited knowledge, I think the villain of our tale was a druid who used the history of the house to conjure spirits and images to torment and drive us out. We didn't have a clue about any of that, but we had an incredibly good time playing.

Oh, and when we couldn't solve the mystery, we burned the house down.

Years later, Charles Ryan, author of *Millenium's End* and later Brand Manager for *Dungeons & Dragons*® ran a series of unrelated adventures. I played Lacy O'Malley, forerunner of the character who would become our featured Kolchak-inspired reporter for the Tombstone Epitaph in *Deadlands*®.

Our adventures were many and varied through the years, but always a blast. Often literally. As with the haunted house adventure, when we couldn't solve the puzzle, dynamite proved a satisfactory riposte to the Elder God's manipulations.

Which brings me to my second secret. Through all the adventures, as my friends dropped like flies or went stark, raving mad, Lacy survived. Charles bragged frequently that he had killed us all many times over—but he was wrong. Up until our last adventure when he destroyed the entire world, my character was perfectly sane and alive.

Character death is a hotly-debated topic within gamer circles. But *Call of Cthulhu* Game Masters and players alike positively revel in it. In dungeon crawls one brags about the magic sword recovered from the red dragon's treasure trove, defeating the neromancer's army, or saving the princess from some dastardly warlord's clutches. In Cthulhu, a player brags about his character's messy end, or even better, what he did in the moments his broken mind finally snapped. The truly fortunate might combine the two. Did the unfortunate soul gun down the rest of the party? Did he dance merrily into the fiery depths of a volcano? Or perhaps he slowly ground himself up in an industrial meat grinder.

Good times.

Realms of Cthulhu will prove a fascinating change of tempo since it uses the *Savage Worlds* rules. Our game system encourages offense and action. Heroes will likely be tougher and more competent than similar characters in the traditional system. Personally, I find this exciting. It means battles against the conspiratorial townspeople of Innsmouth, inmates from Arkham, or rabid cultists will be fast-paced and exciting—like a good pulp movie. But blazing Tommy Guns won't help much against the more terrible creatures of the Mythos. As usual, your hero will have to rely on the information he's found to escape the clutches of such villains as Nyarlathotep or Yog-Sothoth.

Practically, that means less of you will be stabbed to death by a cultist, and more of you will survive to have your face melted off by the Lurker at the Threshold. And isn't that what Cthulhu is all about?

Shane Hensley

January 21, 2009

FROM THE AUTHOR

When one hears the name Lovecraft, one's mind wanders to dread things, alien things, things that are dead, and things that are not, and things that are beyond the ken of humanity. In other words, one's mind goes to that venerable creation of a New Englander many years past when society was dealing with the strangeness of science and the potentiality of a world without religion. Lovecraft introduced the possibility that there were indeed gods, ancient gods, alien gods, to whom all the glories and wonders of our civilizations and the vainglorious illusion of our cerebral superiority were as nothing. In short, we were nothing. So frail were we that even a glimpse at one of these dark denizens showed us how fragile we are. The Mythos revealed the atavistic nature of our humanity and the potentiality that this world was all there was and the powers beyond ourselves, the ones we sought solace in and turned to in our hours of need were the grandest joke of all, for these very creatures viewed us as little more than playthings if they viewed us as anything at all.

I was fortunate enough to grow up in a house full of pulp; old, dog eared books were laden upon our bookshelves intermingled amongst the likes of Edgar Allan Poe, Lord Dunsany, Sir Arthur Conan Doyle, and the classics of Twain and his ilk. As much as I enjoyed a spectrum of fiction in my youth, I was always fascinated by the strange focus of Lovecraft and his obsession with the bizarre. To me, it seemed, Lovecraft did not so much write strange and weird tales, but reported them. His stories ring with a disturbing resonance that lasts beyond the written page.

Returning to my young adulthood, I also had the rare opportunity to grow up in a hobby shop. Not the quaint world of trains and models, but one of fanciful knights, fearsome dragons, and chests of gold. In more simple terms, D&D. I loved the game and the books of dark fancy soon were disregarded as I bathed in the works of fantasy authors. However, when I got to the hobby store from school one day and began unloading inventory, what did I discover? My brothers had ordered a new game from a fledgling company calling itself Chaosium, a game called *Call of Cthulhu*. Soon we dove back into our passion for scaring each other senseless, one well served by the game, and some of my fondest game memo-

ries were of our characters' exploits and how we went mad or died in some fantastic fashion. *Call of Cthulhu* taught us several lessons. The first one was not to get too attached to our characters and the second one was the fine art of roleplaying. In this unforgiving and merciless world where dark gods lie sleeping, your neighbor may be a cultist, guns are lethal, magic is dangerous, and the more you learn, the less you really feel you need to know, this is the dark gift we were given.

In 2004, I received another present, the gift of an innovative game system that struck a chord within me, a system that catalyzed me to actually pursue a longtime dream, a dream of writing in the gaming industry, and for that I owe much thanks to Shane Hensley and his *Savage Worlds* system.

Now fortune has afforded me the opportunity to delve into the darkness of the Cthulhu Mythos and do so with one of the most flexible game systems I've ever encountered. If you already play *Savage Worlds*, I'm preaching to the choir; for those who are reading this because of the mention of Cthulhu, I tell you, you're in for a real treat! Because now it's time for me to put away my dreams and get down to the nightmares that dwell just below the surface. If you don't think *Savage Worlds* can handle horror and grit and send rash characters to the morgue or the asylum, I assure you, you are mistaken.

Sean Preston

August 2008

P.S.

I am happy to report that I have emerged from the other side of the design and developmental process relatively unscathed. It was a pleasure revisiting some of my old favorite haunts—Arkham, Innsmouth, and certain unnamed swamps in Louisiana—over the course of the past year and developing brand new ones, such as Bayhaven and Drake Manor. While writing is a solitary process, playtesting is not. We had enormous fun stress testing the mechanics and, after the requisite number of investigators died, we felt we had things properly sorted.

Enjoy!

July 2009

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INTRODUCTION

You hold in your hands a horror game unlike most, for this game does not deal strictly with ghosts and other such monstrosities, but the nightmarish landscapes of the master of modern horror, H.P. Lovecraft, and those who have shared his vision and shaped his Mythos. His worlds pitted the hapless heroes against creatures that threatened to destroy a man's fragile psyche merely by learning of their existence. His monsters filled the night sky and were from beyond the stars, ageless, timeless and inevitable. His heroes were often driven mad or died some horrible death. Perhaps, you will fare better.

THE REALMS

Realms of Cthulhu can be a game of action and adventure in sun-drenched jungle temples, a shadowy milieu of dark words and dangerous deeds, or a twisted mixture dredged up from the darkest recesses of imagination and nightmare. The choice is yours. A Lovecraftian blend of horror and history, the game can be set in any time era that your group elects to play in, but three periods of particular interest stand out: the gaslight era of the 1890s, the traditional era of the 1920s—the era in which the creator of the Mythos lived and set his stories, and the modern world of today. Be certain to keep the time period in mind when creating your investigator.

WHAT MAN WAS NOT MEANT TO KNOW

Beneath the façade of a world both terrible and wonderful, lies the truth. The world and all within it are mere flesh puppets and playthings for forces far more terrible and powerful than anything man can possibly hope to overcome. Starting out, your investigator only knows a glimmering of such dark-

ness. You feel it in your bones that something is not quite right with the world. Whether by chance or circumstance, your fate is to venture into the *Realms of Cthulhu*.

INVESTIGATOR ARCHETYPES

The investigators are a part of this world and apart from it. They either have gleaned knowledge that something is not right with the world, or have accidentally fallen into situations and circumstances at one point or another that have revealed to them that to do nothing and just dance while the world decays is perhaps the biggest folly of all. Following is a list of traditional archetypes. Do not, however,

WHEREIN LIES HOPE?

One might wonder, if the darkness is so great and its minions so powerful, why then should one even struggle? Perhaps it is better to just withdraw, and retreat into a bubble of illusory complacency and false creature comforts. For shame! That is no way to think. Every dark cult destroyed, every vile god kept sleeping, and every artifact kept out of the wrong hands is a victory for the forces of light and lets the world keep spinning for another day. Perhaps, in time, it could be reasoned mankind can discover the final solution for peace and safety. This driving hope and dream, this illusion that humanity can preserve itself, could be the cruelest joke of all.

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feel constrained by them in any way. With *Savage Worlds*, you'll find it easy to merely tinker with any archetype to create the hero you want to play.

Antiquarian: Whether a dealer in antiquities, a pawn shop owner, or someone who holds the knowledge of the ancients and lost lore in greater regard than contemporary thought, an antiquarian is above all a thinker and explorer of the past.

Artist: Regardless of time period, new ideas seep into the artist, leading them on a voyage of personal discovery. Whether paintbrush or clay, they express their inner visions in new and revealing ways and yearn ever more for sources of inspiration.

Athlete: Competition is what the athlete thrives upon. They spend long hours training in their chosen field, and feed upon the cheers of the crowd. The athlete longs to test himself even after he has achieved success.

Author: A critical and creative free spirit, the author is both philosopher and rebel. Many either travel or live abroad and seek a life of discontent to fuel the furnaces of their creativity.



Clergyman: To devote oneself wholly to one's faith is a path chosen by a rare few. In these troubling times of uncertainty, the clergyman is regarded as a steadfast pillar of hope and humanity.

Criminal: Living outside the law, the criminal can be a con artist, a second story man, a common thug, or any other personage who finds income in illegal activities whether by choice or circumstance.

Dilettante: Generally a role reserved for the rich, a dilettante is a dabbler who seeks interests to occupy the idle hours of the day, hours that the less fortunate generally spend by working. A dilettante is often well educated, frequently eccentric, and most likely has strange family relations or skeletons in their closet.

Doctor of Medicine: Whether a person of great skill or someone merely scraping through the Academy with the judicious use of family connections, a Doctor of Medicine can be a general practitioner, a psychiatrist, or an independent medical researcher. Helping patients, gaining money and prestige, and promoting a more rational society are among the aims most doctors share.

Drifter: A life on the road may seem like a life without direction, but to the drifter the direction is always clear: forward. The drifter takes jobs from time to time, but is stricken by a wanderlust stemming from social, economic, or philosophical causes. Having chosen a sometimes lonely life, the drifter learns to enjoy his own company and be self-reliant.

Engineer: The life of an engineer is orderly and rational, in a world easily bound within blueprints and mathematics. An engineer is the link between art and science, using their creativity and scientific knowledge to develop practical solutions to practical problems.

Entertainer: The entertainer, like the athlete, lives for the thrill of applause and the adoration of the crowd. Whether dancing, singing, or playing music, the entertainer revels in the limelight and is often quick-witted and resourceful.

Farmer: Whether growing wheat or raising cattle, long work hours toughen and strengthen him. Though sometimes considered a "rube" by city folk, the farmer is a practical sort with a lot of common horse sense and good intuition. His survival depends on both.

INTRODUCTION

Journalist: Reporting the news in print and other media, the journalist strives to discover truths and other imperatives and report what they discover to the public. Sometimes, however, the journalist can fall victim to the power of his own words and seek to promote his own ends and agenda, usually sacrificing honesty and integrity for wealth and prestige.

Lawyer: Well educated and learned in the law, a lawyer makes their living by giving legal advice to clients, drafting contracts, wills, and other documents, and representing clients in business negotiations and court proceedings. Their pedigree runs across all social strata.

Military Officer: A member of an armed force holding a position of authority, a military officer can be commissioned or non-commissioned.

Missionary: The missionary is a willing servant of their faith, and seeks to spread the word through good works. They wish to convert others to their cause, and have great tolerance for the customs and idiosyncrasies of other cultures. Usually well adjusted individuals who know the tenets of the faith and the importance of a sense of humor, they strive to be humble and do honor to their beliefs.

Parapsychologist: Though not degreed in their chosen profession, a parapsychologist is often well-educated in the fields of physics, psychology, or medicine. Their standing is earned and gauged through their scientific approach and critical observation. Their desire and passion to categorize and quantify mysticism to the satisfaction of traditional scientists makes them a walking contradiction.

Pilot: The pilot is a skilled aviator who enjoys nothing more than the rush of adrenaline they get from flying. Whether in the military or private sector, the pilot often learns to work on his craft and perform routine maintenance as well.

Police Detective: An investigator by profession, the police detective generally rises from the ranks of uniformed officers and uses his learned skills and savvy to solve crimes.

Policeman: The policeman enforces the laws of the land, keeps the peace, and investigates crimes committed within their jurisdiction.

Private Investigator: A private eye undertakes investigations of any sort for any client. They generally work for individuals on a case by case basis, but

WHAT TYPE OF SOLDIER?

In 1917, the National Army was formed to fight World War I. It was a combined conscript and volunteer force formed from the core of the regular United States Army supported by units of the National Guard and the draft. The National Army disbanded in 1920 and all personnel holding ranks in the National Army were reverted to Regular Army status. Talented officers often left service in the interwar years as the prospect of rising further in rank diminished. During WWII, the Army of the United States was formed with the same general structure as the National Army, and functioned much as its predecessor.

The active branches of the American Military during the Jazz Age were the Army, Navy, Marines, and the Coast Guard. These were created between the years of 1775 and 1790. The Air Force was not created until September 18th, 1947.

some work on retainer for attorneys and insurance agencies. Not as scrupulous as police detectives, many of them use devious means to gather information and get the jobs done for their clients. Many private investigators are former military investigators, government agents, or police officers.

Professor: At the very least, a professor has a Ph.D. and is qualified to teach and to perform competent research in his area of expertise. His academic reputation and his tenure depend upon his field of study as well as the requisite obligations of his university's protocols.

Soldier: The soldier is generally a dedicated member of the armed forces who proudly fights in defense of his country and is trained in the arts of warfare. However, with conscription in play, it is just as likely that a soldier was just a regular joe drafted to protect his nation (see the sidebar above for more information on the armed forces of the various periods).

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CREATING AN INVESTIGATOR

You have an understanding that the world is filled with horrible secrets, and it is your imperative to risk body and mind to protect the world from the unspeakable horrors of the Cthulhu Mythos.

You have looked over the archetypes and have a general idea of what type of character you'd like to create.

Now, it's time to get down to the details.

STEP 1: THE FOUNDATION

All investigators are human and begin with one free Edge.

STEP 2: TRAITS

Traits are broken down into two categories: Attributes, which define who you are (Strength, Agility, Smarts, and so on), and Skills, which define what you know and how well you do things (Driv-

ing, Streetwise, and so on). Carefully select those that fit your overall character concept. While it might be nice to be a terrific fighter, that may not be the best approach when creating your scholarly professor. On the other hand, his skill at brawling could become his most notable feature.

ATTRIBUTES

Your investigator begins with a d4 in each of the five basic **attributes**: Agility, Smarts, Spirit, Strength, and Vigor. Distribute 5 points among them in any way you wish. Raising an attribute one die type costs 1 point, and you may not raise any attribute above d12.

SKILLS

Next, distribute 15 points among your investigator's skills. Raising a skill one die type costs 1 point as long as it is no higher than the linked attribute. Raising a skill above its linked attribute costs 2 points. All skills in the *Savage Worlds* core book are available.

DERIVED STATISTICS

Pace is 6".

Parry is equal to 2 plus half your Fighting.

Charisma is a combination of your investigator's appearance, manner, and general likeability. It is added to Persuasion and Streetwise rolls. The Keeper (GM) also uses it to see how NPCs react to you. Your Charisma modifier is +0 unless changed by Edges or Hindrances.

Toughness is equal to 2 plus half your Vigor.

Sanity is equal to 2 plus half your Spirit minus Corruption. This is your investigator's mental toughness. For more details on this, jump ahead to the Setting Rules section.

CORRUPTION

This attribute tracks the dark toll that continued contact and knowledge of the unspeakable extracts from the soul of every man. It begins at 0 and increases by 1 for each die type increase of Knowledge (Mythos).



STEP 3: SPECIAL ABILITIES

Now decide if you want any Hindrances. If so, you may use them to gain one of the benefits below. Unlike the *Savage Worlds* core rules, you may take up to four points of Hindrances in any combination of Major (worth 2 points each) and Minor (worth 1 point each).

For 2 Hindrance Points you can:

- Raise an Attribute a die type
- Choose an Edge.

For 1 Hindrance Point you can:

- Gain another skill point
- Gain additional monies equal to your starting funds

Nearly all the Edges and Hindrances listed in the *Savage Worlds* rulebook are available to your investigator. Check the Setting Rules section for exceptions. Skills, Hindrances, and Edges unique to *Realms of Cthulhu* are found within these pages.

STEP 4: GEAR

All investigators begin the game with a set of normal clothes and an amount of cash in their pocket (determined by era, as shown in the table below). Later on, you'll find all the stuff to get your investigator kitted out right away.

STARTING CASH

1890s	\$50
1920s	\$150
Modern	\$500

STEP 5: DEFINING INTERESTS

Every investigator is a sum of their parts, and in addition to their skills and traits, possesses a number of interests and hobbies that may have nothing whatsoever to do with their professional pursuits, or may, at best, complement them on occasion. Your investigator begins with a number of defining interests equal to half their Smarts die type. Any permanent increase in an investigator's Smarts grants them the appropriate number of additional defining interests that should be selected at the time of the increase. A defining interest gives the investigator a base +1 to their Common Knowledge roll when the subject is called into question.

SAMPLE INTERESTS

Culture: Anthropology, Archaeology, Astrology, Astronomy, Biology, Botany, City Knowledge (Specific), Chemistry, Classical Literature, Cooking, Culture (Specific), Etiquette, Folklore, Forensics, Geology, Language (Specific), Knowledge (Specific), Natural History, Photography, Physics

Craft: Art (Specific), Electrical Repair, Mechanical Repair

Perform: Acting, Comedy, Dance, Disguise, Juggling, Instrument (Specific), Oratory, Puppetry, Singing

Languages: It should be noted that languages fall under the category of defining interests. An investigator can automatically speak and (when appropriate) read and write his native tongue. Additional languages require the player to choose the Language interest.

NOTES

This list is by no means exhaustive. Players are free to come up with additional items that fit their investigator, subject to their Keeper's approval. No investigator may ever take Knowledge (Mythos) as a defining interest.

Remember, a defining interest provides only a general knowledge of a topic and is not as detailed as someone who takes a specific Knowledge skill.

IT HASN'T COME UP, BUT...

Keepers wishing for a bit more pulp to enter into their games can certainly allow investigators to develop their defining interests during play. Once defined, however, an interest cannot be changed. For example, Thomas Howell has Smarts d6, giving him three defining interests. He decides to keep one interest as undefined. During play, the group encounters a strange Assyrian tablet. At this point, Howell reveals how he used to date a girl back in college who taught him how to read and speak Assyrian, thus fleshing out his third and final interest.

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Example 1: *Amanda Locke, a parapsychologist, has Smarts d8, giving her four defining interests. The player decides Amanda studied abroad at the University of Cologne where she learned German. Although she majored in psychiatry (and took that as one of her skills), her other interests include anthropology, natural history, and physics. Whenever the Keeper calls into question anything that may have to do with these particular interests, she makes a Smarts check with a +1 modifier due to her familiarity with these topics.*

Example 2: *Jordan Green, a professional football player, has a Smarts d6 and three defining interests. He majored in Phys Ed in college, but took electives in Art Appreciation, Poetry, and Folklore. Someone quotes poetry to him and normally he would have a Common Knowledge roll at -2 as most athletes aren't familiar with the world of rhyme. Since Green had an old girlfriend who got him interested in the topic, he makes his Common Knowledge roll at +1, the defining interest trumping his background's normal ignorance of the subject.*

NEW SKILLS

While not strictly new, Knowledge skills play an important part in *Realms of Cthulhu*, and these select skills deserve particular attention.

KNOWLEDGE (MYTHOS)

This skill enables the hero to piece together fragments of the hidden world. When they come across evidence of Mythos creatures, an investigator with this skill may make a roll to identify it. Should they encounter a dread creature, the investigator may identify the creature or something of relevant interest, such as its behavior or its possessions. This skill could be used as well to allow an investigator to identify a spell being cast or to recognize a Mythos book by skimming a few pages. This skill is also used by investigators to cast spells they have learned.

As this Knowledge damages the very core of a person's psyche, no investigator may elect to take this skill to start, nor ever put skill points into the development of this Knowledge.

The complete details on how this skill is gained—and the resulting impact upon the investigator—are revealed in the Setting Rules section.

KNOWLEDGE (PSYCHOLOGY)

This investigator understands the mind and human behavior, and may attempt to eliminate madness in themselves and others. This must be done within the golden hour. Each attempt takes 20 minutes. A success eliminates one level of madness, while a raise eliminates two. Further details are found in the Setting Rules section.

NEW HINDRANCES

Hindrances include physical and mental handicaps as well as character flaws and weaknesses, and make life a little tougher for your hero.

Some Hindrances, like Dark Secret, are more or less subjective. They help you roleplay your investigator. Others, like Milquetoast, have an actual effect within the game. All of the Hindrances listed in the *Savage Worlds* rulebook are also available in *Realms of Cthulhu*. You may take any combination of Hindrances, however you cannot gain more than four bonus points by doing so.

INTRODUCTION



DARK SECRET (MAJOR)

The hero harbors a dark family secret that could endanger his very life and how he is perceived if it comes to light. The investigator receives a -4 Charisma reaction from anyone aware of his secret. If it becomes public knowledge in the course of play, the hero loses this Hindrance, replacing it with Wanted (Major) as well as the -4 Charisma modifier.

GLASS JAW (MINOR)

Your hero doesn't handle physical pain and injury well. He suffers a -2 penalty on all soak rolls.

LOW CLASS (MINOR)

While others may be born of low society, it is obvious that this investigator is not far removed from their bad upbringing. The investigator receives a -2 modifier to Charisma except among others of similar stature. The investigator may reduce or eliminate this status over the course of game play by expending a leveling opportunity to eliminate this Hindrance at Seasoned or any time thereafter.

This hero may not take the Noble Edge.

MILQUETOAST (MAJOR)

This investigator believes firmly in the sanctity of their mind and body and recovers slowly from shock and trauma. They suffer a -2 penalty to Spirit rolls to recover from being Shaken. The investigator may use a level up once he reaches Seasoned or any time thereafter to eliminate this Hindrance.

OBLIGATIONS (MINOR OR MAJOR)

The investigator is connected to someone or something that demands a portion of his time. These obligations can include nearly anything, such as a tenured professor giving lectures and teaching classes or an athlete checking in on a sick relative from time to time. Failure to fulfill such obligations will eventually have serious repercussions.

A hero with Obligations and Connections to the same individual or organization has a special relationship with the person or group in question, and gains a +2 or +4 bonus to Persuasion rolls (depending upon whether their Obligations are minor or major) when dealing with them. In essence, the Connection has a vested interest in the investigator, and is more likely to want to see them succeed.

UNUSUAL LINEAGE/LOOKS (MINOR)

The investigator's appearance looks a bit off. Whether it's their eyes being set too close together, the slight webbing between their fingers, or a sallow appearance, people are uncomfortable around them. The investigator suffers a -2 Charisma modifier except with others sharing their lineage.

NEW EDGES

In addition to the Edges in the *Savage Worlds* book, players can choose from the following new Edges for their investigators.

BACKGROUND EDGES

FLEXIBLE THINKER

Requirements: Novice, WC, Spirit d8+

The hero is comfortable with thinking outside of the box, and ignores 1 point of madness penalties.

VERY FLEXIBLE THINKER

Requirements: Seasoned, Flexible Thinker

Your hero spends more time out of the box than in, and ignores 2 points of madness penalties.

JADED

Requirements: Novice, WC, Spirit d8+

When forced to make Spirit rolls due to Mental Trauma, the investigator ignores their madness penalties. This only applies to Spirit rolls called for by these tables. He still suffers from madness modifiers for other Trait rolls normally.

VERY JADED

Requirements: Veteran, Jaded

If your hero critically fails a Spirit roll on the Mental Trauma table, roll a die. On an odd result, he passes out for d6 hours, but suffers no Sanity loss.

RESILIENT

Requirements: Novice, Spirit d8+

This hero recovers from madness quicker than most. They gain a +2 to all Spirit rolls to eliminate madness.



REALMS OF CTHULHU

SAVVY

Requirements: Novice, Smarts d10+

Whether highly educated, well-read, or simply in touch with their surroundings, this investigator seems to know a little bit about everything, and can readily call upon that knowledge when needed. This investigator makes Common Knowledge rolls without penalty.

SCRAPPER

Requirements: Novice, Fighting d8+

Whether a trained boxer, a street-fighting brawler, or a dedicated martial artist, this hero has been in his share of fights and knows how to handle himself. He is not treated as an unarmed defender, and his unarmed attacks do Str + d4.

WELL ADJUSTED

Requirements: Novice, Spirit d6+, Smarts d6+

Your investigator is the down-to-earth sort, who keeps things in perspective and manages to contend with whatever life has to throw their way. Increase his Sanity by +1.



PROFESSIONAL EDGES

DOCTOR

Requirements: Novice, Smarts d8+, Healing d8+

This investigator is a skilled medical doctor, and adds +2 to all their Healing rolls. Up to five companions traveling with a doctor add the bonus to their natural healing rolls as well.

ENGINEER

Requirements: Novice, Smarts d8+, Repair d8+, Knowledge (Engineering) d8+

This hero adds +2 to Repair rolls. With a raise, he halves the time normally required for the repair.

LINGUIST

Requirements: Novice, Smarts d8+

This investigator gains half their Smarts die in languages, and may decipher and communicate in unfamiliar languages with a Smarts roll. Should the Keeper rule an encountered language is exotic or rare, this roll is made at -4. Each additional time this Edge is taken, select two additional languages.

PSYCHOTHERAPIST

Requirements: Novice, Knowledge (Psychology) d8+, Spirit d8+

Your hero is trained in dealing with the irrational mind and receives a +2 to all Knowledge (Psychology) rolls. Up to five companions traveling with a psychotherapist add this bonus to their mental recuperation rolls as well. A psychotherapist may also use their talents to eliminate indefinite insanities as detailed in the Setting Rules section.

LEGENDARY EDGES

DETERMINED

Requirements: Legendary

Your hero has seen and done things that would drive lesser men mad. Increase their Sanity by +1.

VERY DETERMINED

Requirements: Legendary, Determined

Increase your investigator's Sanity by another +1.



EQUIPMENT

In this section, you'll find we focus exclusively on weapons and vehicles—the bread and butter gear for any investigator. For everything else, refer to the *Savage Worlds* core book, reference works, and common sense.

A good rule of thumb for pricing items and services available in various periods is to determine the current price and reduce it to 10% for the 1890s and 30% for the 1920s. While this may vary a bit from historical reality, so does having dark horrors flying through the night air, so usually this works just fine.

WEAPON NOTES

The cost (by era) column indicates the price for weapons in the 1890s, 1920s, and Modern periods respectively. If no cost is noted, the weapon is not normally available in that era.

Baseball Bat: A wooden bat breaks on a 1 on the Fighting die, regardless of Wild Die. An aluminum bat, available in the modern era only, costs double the listed cost, but doesn't suffer the chance of breaking.

Bullwhip: This heavy duty whip may be used to initiate a Grappling maneuver against a single opponent within range.

Sword Cane: Ranging from simple to elegant, a sword cane conceals a slender, tempered blade within. When sheathed, people rarely notice it as a weapon (-2 Notice to be detected). Drawing this weapon quickly requires an Agility roll.

Nitro: If an investigator gets a critical failure on an Agility test while carrying nitro, then it explodes.

VEHICLES

The vehicles are broken down by the era in which they were dominant, but are usually available in later eras at greater expense than any otherwise superior car of their given period.

1890s

HORSE AND BUGGY

Acc/Top Speed: 5/10; **Toughness:** 10 (2)
Crew: 1+1 or 1+3; **Cost:** \$100

Notes: Includes two draft horses, tack, and a standard 2 seat top buggy. The 4 seat capacity can be had by adding \$50 for a canopy surrey (open air) or \$100 for a canopy carriage (closed).

HORSELESS CARRIAGE

A luxury usually reserved for the rich as a status symbol, horseless carriages were generally steam driven, though in rarer cases had gasoline engines. A number of companies manufactured them across the United States and Britain, most notably Benz. Though not particularly fast, they don't get tired either.

Acc/Top Speed: 2/4 (10 mph); **Toughness:** 6 (1)
Crew: 1+1 or 1+3; **Cost:** \$3000

Notes: A successful Driving roll must be made to start up a horseless carriage in a hurry, as these vehicles were quite temperamental.

ALTERNATIVE MEANS OF TRAVEL

DOG SLED

A team of ten dogs pulls this sled through snow and ice. The dogs aren't included in the cost.

Acc/Top Speed: 3/6; **Toughness:** 3
Crew: 1; **Cost:** \$5

REALMS OF CTHULHU

RICKSHAW

Human-pulled rickshaws are mainly used in the Orient. A driver must be furnished by the owner.

Acc/Top Speed: 3/8;
Toughness: 5; **Crew:** 1+2; **Cost:** \$10

WATERCRAFT

CANOE, RAFT, OR ROWBOAT

A basic one-to-two person small craft powered by paddling.

Acc/Top Speed: 1/2;
Toughness: 8; **Crew:** 1+3; **Cost:** \$8+

JUNK

Used in rivers and waters in and around the Orient. These stats can be used to represent any small sail powered vessel.

Acc/Top Speed: 2/4;
Toughness: 8(1); **Crew:** 1+4; **Cost:** \$80

LUXURY YACHT

Pleasure boats of the wealthy have a few ornately appointed rooms and a full crew.

Acc/Top Speed: 4/12;
Toughness: 12(2); **Crew:** 1+10; **Cost:** \$8,000+



RIVERBOAT

Steam-powered and full of energy, these are the workhorses of the most dangerous waterways the world over.

Acc/Top Speed: 2/10;
Toughness: 10(2); **Crew:** 1+5; **Cost:** \$150

SCHOONER

These one or two masted vessels averaged 40 feet, and were commonly used by all major powers.

Acc/Top Speed: 2/6;
Toughness: 10(2); **Crew:** 1+5; **Cost:** \$100

1920s

BUCKET O' BOLTS

This is your basic old, beat-up automobile (usually a Ford Model T or Model A).

Acc/Top Speed: 5/20 (50mph);
Toughness: 8(2); **Crew:** 1+1 or 1+3; **Cost:** \$200

Notes: Roll a d6 at the start of each game week. On a result of 5+ your vehicle suffers a mechanical breakdown. Repairs require 2d6 days (unless parts are readily available or able to be salvaged) and cost \$5d6.

COUPE

This is your standard, relatively inexpensive automobile. Use these stats to represent any mid-priced automobiles such as the Essex Terraplane, the Ford or Chevrolet coupe, the Buick Century, or the Hudson 8 Coupe.

Acc/Top Speed: 7/28 (70mph);
Toughness: 10(3); **Crew:** 1+2 or 1+3 (with rumble seat); **Cost:** \$350

LIMOUSINE

A good choice if you've got money to blow and a driver to shuttle you around. Style, comfort, and luxury are the hallmarks of this car. Many have amenities like a wet bar, a driver intercom, and two rear bench seats that face one another. The Cadillac Fleetwood, Cadillac V-16, and the Chrysler Airflow are representative of this class.

Acc/Top Speed: 8/32 (80mph);
Toughness: 12(3); **Crew:** Up to 1+5 (varies by model); **Cost:** \$10,000+

LUXURY CAR

This one is a favorite of dignitaries and movie stars. Use these stats to represent any fancy high-end vehicle that the rich and the famous would be

EQUIPMENT



seen driving about in. Examples include the Mercedes Benz SS, the Duesenberg SJ, the Pierce Silver Arrow, and the Rolls Royce Phantom.

Acc/Top Speed: 10/48 (120mph);
Toughness: 12(3); **Crew:** up to 1+4 (varies by model); **Cost:** \$15,000+

ROADSTER

Nothing screams “rich young playboy” like one of these, the perfect vehicle for taking your date for a speedy drive. Use these stats to represent any small, high performance car such as the Stutz Bearcat, Alpha Romeo Tipo 8C, and the Cord 810 “Blown”.

Acc/Top Speed: 13/52 (130mph);
Toughness: 10(2); **Crew:** 1+1 or 1+2 (with rumble seat); **Cost:** \$5000+

SEDAN

The sedan is the preferred vehicle of gangsters and gunmen because of its ability to outrun most other vehicles. Besides, what’s cooler than spraying the coppers with your Tommy Gun while riding on the running boards at high speed? Use these stats to represent any large, fast car like the Lincoln Zephyr, the Lincoln KB (V12), and the Studebaker President 8.

Acc/Top Speed: 10/40 (100mph);
Toughness: 10(2); **Crew:** 1+3 or 1+4 (with rumble seat); **Cost:** \$800+

TRUCK

Delivery vans are a common sight on the city streets. Six-wheel designs are the most prevalent, and nearly all cargo-haulers have a capacity of at least 3 tons, but rarely more than 6 tons. The Ford Model A pickup, the Ford Model 830 pickup, and the Ford Model T utility truck are all common.

Acc/Top Speed: 5/20 (50mph);
Toughness: 11(3); **Crew:** 1+3; **Cost:** \$600+

Notes: When fully-loaded, the vehicle’s Top Speed is reduced to 30 mph (3/12).

MOTORCYCLES

FAST MOTORCYCLE

With sleek design and air-cooled, V-twin engine, these motorcycles are on the cutting edge. Use these stats for the latest in single-passenger “speedster” bikes like the Harley-Davidson Model EL (“Knucklehead”), Triumph Speed Twin, or Crocker Big Tank.

Acc/Top Speed: 13/40 (100mph);
Toughness: 8(2); **Crew:** 1; **Cost:** \$450

TOURING MOTORCYCLE

Although the prototype for this class is a big red motorcycle with a side valve, 42-degree V-twin engine and a sidecar that holds one passenger (plus a storage compartment), you can use these stats for your standard “big” motorcycles (including those used by the military) such as the Indian Big Chief or Harley Davidson 45.

Acc/Top Speed: 9/28 (70mph);
Toughness: 8(2); **Crew:** 1 + 1; **Cost:** \$300

WATERCRAFT

CANOE, RAFT, OR ROWBOAT

A basic one-to-two person small craft powered by paddling.

Acc/Top Speed: 1/2;
Toughness: 8; **Crew:** 1+3; **Cost:** \$25+

JUNK

Used in rivers and waters in and around the Orient. These stats can be used to represent any small sail powered vessel.

Acc/Top Speed: 2/4;
Toughness: 8(1); **Crew:** 1+4; **Cost:** \$250

LUXURY YACHT

Pleasure boats of the wealthy have a few ornately appointed rooms and a full crew.

Acc/Top Speed: 4/12;
Toughness: 12(2); **Crew:** 1+10; **Cost:** \$60,000+

RIVERBOAT

Steam-powered and full of energy, these are the workhorses of the most dangerous waterways the world over.

Acc/Top Speed: 2/10;
Toughness: 10(2); **Crew:** 1+5; **Cost:** \$450

SPEEDBOAT

This is the preferred method of transportation for thrill seekers and rumrunners.

Acc/Top Speed: 12/36;
Toughness: 10(2); **Crew:** 1+3; **Cost:** \$2000

MODERN

Contemporary vehicles come in a variety of styles and kinds. Most cars made after 1990 have air bags standard.

REALMS OF CTHULHU



COMPACT

Small cars or trucks that hold four adults in close quarters; these are commonly seen on the roadways across the United States and Europe. These vehicles range from the Neon and Chevette and up through the VW Bug and the Mini-Cooper.

Acc/Top Speed: 10/36; **Toughness:** 10 (3)
Crew: 1+1 or 1+3; **Cost:** \$5,000-\$14,000

MID-SIZED

These vehicles are a cut above compact cars, providing a bit more space and allowing three adults to sit in the back seat as the situation warrants. Commonly seen on roadways throughout the world, these vehicles range from the Kia Spectra to Ford Taurus and include vehicles that could be considered lower end luxury models, such as the Nissan Maxima and entry level BMWs and Mercedes.

Acc/Top Speed: 20/40; **Toughness:** 11 (3)
Crew: 1+4; **Cost:** \$20,000-\$60,000

LUXURY

Top of the line vehicles that are both roomy and spacious while providing ample room for six adults, these cars often warrant a second glance in some

parts of the world, but are commonplace in parts of the United States and England. They include such examples as Buicks, the Cadillac the Saab 9-3 Sedan, Austin Martin, and up through the Maybach 57 and the Rolls-Royce Phantom. While all have luxury features, the upper end models often sport wet bars, built in televisions, GPS, and internet connectivity.

Acc/Top Speed: 30/60; **Toughness:** 12 (2)
Crew: 1+5; **Cost:** \$40,000-\$450,000

SUV

Rising in popularity through the latter part of the 20th Century and into the 21st until rising gas prices curtailed production, the sports utility vehicle is still a dominant presence on roadways and byways. Providing luxury features and stylish looks combined with ample space, they still retain a great degree of popularity. Examples range from the Ford Escape up through the Cadillac Escalade and Porsche Cayenne.

Acc/Top Speed: 20/40; **Toughness:** 14 (3)
Crew: 1+7; **Cost:** \$40,000-\$100,000

EQUIPMENT



SPORTS CAR

Those with the need for speed often choose the sports car. Popular among teenagers, motorheads, celebrities, and those going through mid-life crises, such models include the Mustang and Camaro on the low end up through the Porsche 911 and Maserati and the pinnacles of performance, the Ferrari 599, Lamborghini Murcielago, and the Bugatti Veyron 16.4 Coupe.

Acc/Top Speed: 30/56; **Toughness:** 10 (3)
Crew: 1+1 or 1+3; **Cost:** \$15,000-\$2,000,000+

SEMI-TRAILER TRUCK

Also known as a tractor trailer in the United States and an articulated lorry in the UK, the semi is a mainstay of transport of goods the world over. The big rig's most known brand is hands down the Mack Truck. Other brands include Peterbilt and International.

Acc/Top Speed: 5/30; **Toughness:** 16 (4)
Crew: 1+1 or 1+3; **Cost:** \$150,000-\$300,000

MOTORCYCLES

STREET BIKE

Found on streets the world over, the street bike includes any two-wheeled motorized vehicle design for road travel from a Moped to a Harley Davidson.

Acc/Top Speed: 20/36; **Toughness:** 8(2)

Crew: 1+1; **Cost:** \$3,000

DIRT BIKE

Off-road motorcycles, dirt bikes have superior suspensions designed to absorb the shocks of travelling at great speeds over uneven terrain. Popular brands are made by Kawasaki, Suzuki, Honda, and Yamaha.

Acc/Top Speed: 15/32; **Toughness:** 8(2)

Crew: 1+1; **Cost:** \$2,000

Notes: The dirt bike has +4 Toughness vs jumps;
Off road (4WD)

WATERCRAFT

ROWBOAT

A basic one-to-two person small craft powered by paddling, the rowboat is typically aluminum.

Acc/Top Speed: 1/2; **Toughness:** 8(2)

Crew: 1+3; **Cost:** \$500

GETTING ABOUT

In the 1890s, investigators wishing familiarity with riding or driving a horse and buggy should either take defining interests in driving or riding. In the 1920s, as cars became common, all individuals have the ability to drive a vehicle, unless their background indicates otherwise. The same goes for the modern era.

In the 1890s, if the hero possesses the Riding skill, they may have a horse at the Keeper's discretion. If they are Rich, they begin play with a horse and buggy. If they are Very Rich (or Noble) and have the Driving skill, they may begin play with a steam carriage.

In the 1920s, if they possess the Driving skill, they may have a jalopy, mid-range car, or high end car, depending upon any wealth Edges.

In the modern era, everyone is driving and each investigator may have a vehicle reflecting their income level, regardless of whether they possess the Driving skill or not.

CIGARETTE BOAT

A high performance boat, the cigarette boat earned its nickname from its popular use in smuggling cigarettes into Canada. Originally called a go-fast or dance boat, these have been used extensively for the smuggling of all types of contraband since the 1980s and are difficult to detect by radar except on flat calm seas or at close range.

Acc/Top Speed: 20/40; **Toughness:** 10(2)

Crew: 1+3; **Cost:** \$60,000+

SMALL YACHT

A recreational boat encompassing two classes: sailing and power yachts. A small yacht caps out around 40'. Though primarily made of wood up through the 1950s, fiberglass became the main material in their construction.

Acc/Top Speed: 2/10; **Toughness:** 13 (2)

Crew: 1+9; **Cost:** \$500,000+

REALMS OF CTHULHU

WEAPON TABLES

Ranged Weapons

Type	Range	Damage	RoF	Cost (by era)	Weight	Shots	Min Str	Notes
Archaic								
Bow	12/24/48	2d6	1	25/75/250	3	—	d6	
Crossbow	15/30/60	2d6	1	50/150/500	10	—	d6	AP2, 1 action to reload
Sling	4/8/16	Str+d4	1	1/3/10	1	—	—	
Handguns								
.22 Short Automatic	10/20/40	2d6-1	1	~/30/100	2	6	—	Semi-Auto
.25 Derringer	5/10/20	2d6+1	1	4/12/40	2	1	—	AP1
.32 or 7.65 Revolver	12/24/48	2d6	1	20/60/200	3	6	—	AP1, Revolver
.32 or 7.65 Automatic	12/24/48	2d6	1	~/105/350	3	8	—	AP1, Semi-Auto
.357 Magnum Revolver	12/24/48	2d6+1	1	~/~/425	4	6	—	AP1, Revolver
.38 or 9mm Revolver	12/24/48	2d6	1	20/60/200	3	6	—	AP1, Revolver
.38 Automatic	12/24/48	2d6	1	~/120/400	3	1	—	Semi-Auto
Desert Eagle	15/30/60	2d8	1	~/~/1000	8	7	—	AP2, Semi-Auto
9mm Automatic	12/24/48	2d6	1	~/~/475	3	17	—	AP1, Semi-Auto
Model P08 Luger	12/24/48	2d6	1	~/105/350	3	8	—	AP1, Semi-Auto
.41 Revolver	12/24/48	2d6+1	1	20/~/~	3	6	—	AP1, Revolver
.44 Magnum Revolver	12/24/48	2d6+1	1	~/~/475	5	6	—	AP1, Revolver
.45 Automatic	12/24/48	2d6+1	1	~/105/350	4	7	—	AP1, Semi-Auto
Black Powder								
Blunderbuss (8G)	10/20/40	1-3d6*	1	50/150/500	12	—	d6	2 actions to reload
Brown Bess (.75)	10/20/40	2d8	1	50/150/500	15	—	d6	2 actions to reload
Flintlock Pistol (.60)	5/10/20	2d6+1	1	25/75/250	3	—	-	2 actions to reload
Kentucky Rifle (.45)	15/30/60	2d8	1	70/210/700	8	—	d6	AP2 3 actions to reload
Springfield (.58)	15/30/60	2d8	1	100/300/1000	11	—	d6	2 actions to reload

* A blunderbuss does 1d6 at Long range, 2d6 at Medium, and 3d6 at Close range.

Rifles	Range	Damage	RoF	Cost (by era)	Weight	Shots	Min Str	Notes
Garand M1, M2 Rifle	24/48/96	2d8	1	~/240/800	10	8	d6	AP2, Semi-Auto
SKS Carbine	24/48/96	2d8+1	1	~/~/200	9	10	d8	AP2, Semi-Auto
.303 Lee-Enfield	24/48/96	2d8	1	~/60/200	9	10	d8	AP2
.30-06 Bolt-Action Rifle	24/48/96	2d8	1	30/90/300	9	5	d8	AP2
.444 Marlin Rifle	24/48/96	2d8	1	~/~/600	8	5	d6	AP2
Elephant Gun (2B)	15/30/60	2d10	1-2	500/1500/5000	35	2	d8	AP4, Snapfire, HW
.45 Martini-Henry Rifle	24/48/96	2d8	1	15/45/~	10	15	d6	AP2
.22 Bolt-Action Rifle	12/24/48	2d6	1	10/30/100	5	1	d6	AP1
.30 Lever-Action Carbine	24/48/96	2d8	1	12/36/120	8	6	d6	AP2

EQUIPMENT



Shotguns	Range	Damage	RoF	Cost (by era)	Weight	Shots	Min Str	Notes		
Double-Barrel (12g)	12/24/48	1-3d6	1-2	15/45/150	11	2	d6	See notes		
Pump Action (12g)	12/24/48	1-3d6	1	~/105/350	8	6	d6	See notes		
Sawed Off DB(12g)	5/10/20	1-3d6	1-2	15/45/150	6	2	d6	See notes		
Streetsweeper	12/24/48	1-3d6	1	~/~/450	10	12	d6	See notes		
Thrown Weapons	Range	Damage	RoF	Cost (by era)	Weight	Shots	Notes			
Axe	3/6/12	Str+d6	1	6/18/60	2	—				
Knife	3/6/12	Str+d4	1	1/3/10	1	—				
Explosives	Range	Damage	RoF	Cost	Weight	Shots	Notes			
Dynamite Stick	4/8/16	2d6	1	1/3/10	.5	1	MBT+1" +1d6 per stick			
Nitro 8oz bottle	4/8/16	3d6	1	1/3/10	.5	1	LBT, See notes			
Melee Weapons	Type	Damage	Cost (by era)	Weight	Notes					
Axe	Str+d6	20/60/200		2						
Baseball Bat	Str+d6	3/9/30		3	See notes					
Billy Club/Blackjack	Str+d4	1/3/10		1						
Bullwhip	Str+d4	5/15/50		3	Reach 2; Special					
Butcher Knife	Str+d4	2/5/15		1						
Brass Knuckles	Str+d4	2/6/20		1	User is treated as an Unarmed Defender.					
Cavalry Saber	Str+d6	20/60/200		4						
Chainsaw	2d6+4	~/~/200		20	A 1 on the Fighting Die hits the user instead.					
Fencing Foil	Str+d4	15/30/150		3	Parry +1					
Katana	Str+d6	100/300/1000		6	Add +2 to damage if used 2 handed					
Machete	Str+d6	2/6/20		5						
Pocket Knife	Str+1	1/2/5		1						
Spear	Str+d6	10/30/100		5	Parry+1, Reach 1, 2 hands					
Staff	Str+d4	1/3/10		8	Parry+1, Reach 1, 2 hands					
Switchblade	Str+d4	~/4/12		1						
Sword Cane	Str+d4	20/60/200		4	See notes.					

HAPPINESS IS A WARM GUN

The legalities of gun control fall outside of the scope of this book. If you find it really interesting reading, there are law libraries around the world with shelves on it. Within the confines of gameplay, the campaign framework laid out by the Keeper should more or less dictate what they do and don't allow. Listen up, Keepers, if you are planning a straight-laced, 1890s Dark Spiral campaign, where combat is fierce and deadly, then firearms should be more restricted than in a rollicking 1920s Heroic Horror

campaign where the the investigators are out and out heroes saving the day with bullets and bravado in their fight against dark forces. A little common sense goes a long way as well. Most civilized societies of the 21st century frown on, if not outright prohibit, the possession of sidearms, the United States being a notable exception. At the end of the day, if the investigators show their weapons and their Keepers due respect, the Keeper should let them have access to a reasonable personal stash of firepower. They are going to need all the help they can get.





SETTING RULES

In *Realms of Cthulhu*, the setting rules are few, but several factors are customizable depending upon the type of campaign the Keeper has decided to run for his investigators. One setting rule that should be preserved, regardless of the focus of the campaign is the following:

FATE IS UNKIND

Any time a player rolls snake eyes, they may spend no further bennies on the roll in question.

This rule reflects the fact that the cosmos does not always favor the fortune of the investigator. We're certain Lovecraft would approve.

DISALLOWED EDGES

Players are free to choose most Edges from the *Savage Worlds* core rules. Some, however, are not appropriate for this particular setting.

The following Edges are not available to investigators in *Realms of Cthulhu*: Arcane Backgrounds, Power Edges, Champion, Gadgeteer, Holy/Unholy Warrior, Mentalist, Mr. Fix It, Wizard, Weird Edges, and Power Surge.

THE DELICATE PSYCHE

You may have noticed the introduction of one new derived attribute for your investigator, Sanity. You should think of Sanity as your investigator's mental toughness, their ability to stave off severe mental shocks, such as when encountering a Mythos creature or some horrible event that your Keeper throws at you. When this breaking point is surpassed, you are either Shaken or gain madness depending upon the degree of the terror to which you succumb.

YOUR CAMPAIGN STYLE

In *Realms of Cthulhu*, there are two key elements to establish for your campaign, and they determine the level of lethality and insanity in your games. These are set by the Keeper and should not fluctuate from session to session, but should remain consistent for the duration of the campaign. For our purposes, they are referred to as Pulpy and Gritty.

These factors determine how Physical and Mental damage is managed, and do not have to be identical. Given these factors, you can have four different campaign styles. The default campaign style is Pulpy/Gritty (i.e. Physical/Mental). Yours may well vary to suit the flavor of you and your group.

PHYSICAL

Pulpy: This is the default damage system used in *Savage Worlds*, and allows the characters to take a good amount of damage and spend bennies to soak wounds. An investigator does not visit the Incapacitation Table until they have suffered more than three wounds. This promotes a very cinematic play style where combat is frequent and investigators often emerge victorious.

Gritty: This damage system, detailed below, promotes a more lethal vision of combat. When an investigator takes damage, they may not spend bennies to soak wounds, and every time they suffer a wound they must make a successful Vigor roll or go to the modified Incapacitation Table found later in this section. This damage system encourages the investigators to approach each combat with a bit of fear and trepidation, whether they deal with man or monster.



REALMS OF CTHULHU

PLAY STYLES

DOWNTWARD SPIRAL

Remember that, whichever play style you choose, the penalties of wounds and madness are cumulative. We are aware that this means you could have investigators that are staggering around at a massive -6. (If the Keeper is paying attention, with fatigue, the investigators could potentially still be standing with a -8!).

While this is highly unlikely, it is a possibility and indicates that the investigators are probably doing something seriously wrong or are overwhelmingly outmatched and should probably withdraw, regroup, and find their way to the nearest hospital or asylum.

MENTAL

In *Realms of Cthulhu*, we introduce a Sanity system that is modeled after the existing system of physical damage. Specific details follow this general overview.

Pulpy: Using this approach allows your investigators to hold onto their psyche a bit longer and spend bennies to rationalize (prevent) mental suffering. An investigator does not visit the Mental Disorder Table until they have suffered the loss of more than three levels of madness.

This makes tics and twitches less common among your investigators, and frequently lets them escape from Mythos encounters without suffering any long term ill effects.

Gritty: This approach works well to underscore the dangers of facing off against cosmic terrors. When an investigator suffers mental trauma, they may not spend bennies to rationalize the effects away. Every time they suffer a mental trauma they must make a successful Spirit roll or go to the Mental Disorder table.

This variant encourages the investigators to be wary of any encounters with the Mythos, no matter how well prepared they may be.

When these two factors are combined in their four variations, it affords the investigators and the Keeper four different play styles. When entering a new campaign, be sure to ask your Keeper what play style he has defined for you and your group. Below, you will find a brief synopsis of each.

Heroic Horror: Pulpy/Pulpy. With physical and mental factors set to pulp, opportunities for high-flying games of horror abound. This is least like the traditional Mythos tales, but can be fun for those wanting high action adventure games set against the forces of cultists, Cthulhu, and their kin.

Slippery Slope: Pulpy/Gritty. Pulp action combined with gritty mental damage rules provides a framework for games where the investigators can take a punch or two, but the dangers of the Mythos are still as eminent as ever.

Dangerous Action: Gritty/Pulpy. By ratcheting up the dangers of physical confrontation, the investigators must carefully weigh the pros and cons of every encounter. The threat of insanity is reduced, which can increase the sustainability of long term campaigns. The tension of the Mythos is preserved via the very real chance of death for the unprepared.

Dark Spiral: Gritty/Gritty. The most in keeping with the traditional feel of the Mythos, this play style has both factors set to gritty, which makes the whole world a dangerous place for body and soul.

OTHER OPTIONS

For those of you wishing to tweak things out just a bit further, these are a few more of the options to consider during the development process.

Harsh: Each investigator begins with one benny, but no Wild Die. As they move from Novice to Seasoned, they gain an additional benny and a d4 Wild Die. When they reach Veteran, they cap out with a d6 Wild Die and 3 bennies.

Fate is Cruel: Identical to Fate is Unkind, except the investigator loses any remaining bennies they possess.

Ties that Bind: Investigators who fight the good fight against darkness forge bonds that are stronger than the night. Investigators who have ranked up together gain the Common Bond Edge.

GRITTY DAMAGE

This damage system variant, as stated earlier, makes combat more deadly and less cinematic than standard *Savage Worlds*. Be sure your players are aware of the differences before you start play, or they could be in for a rude shock when they try to soak their first wound!

DAMAGE

Compare the damage of an attack versus the target's Toughness as usual, and consult the table below.

Each wound inflicts a -1 penalty to all Trait rolls, to a maximum penalty of -3.

Investigators cannot make Soak rolls! They can spend their bennies on the nasty Vigor rolls that may follow, however.

WOUNDS

Anytime an investigator suffers one or more wounds, make a Vigor roll (including any wound penalties incurred by this attack). If the roll is successful, there is no further effect. If the roll is failed, your investigator is Incapacitated (see below).

INCAPACITATION

An Incapacitated investigator must make an immediate Vigor roll (minus his wound penalties as usual).

Raise: The victim is only stunned and is not Incapacitated. He's still Shaken and retains his wounds, and suffers a temporary Injury that fades after the combat is over (or if the character is completely healed of all wounds). Roll on the Injury Table to determine what that injury is.



Success: The victim is knocked unconscious until healed (or 2d6 hours later). Roll on the Injury Table.

Failure: The investigator is knocked unconscious as Success above, and suffers a permanent wound (roll on the Injury Table). Unfortunately, he's also Bleeding Out and must make a Vigor roll at the start of each round before Action Cards are dealt. Success means he must roll again next round. Failure means he dies. A raise on the Vigor roll (or a successful Healing roll) stabilizes the bleeding and no further rolls are required.

Critical Failure: The victim expires instantly.

GRITTY DAMAGE TABLE

Damage over Toughness

Wild Cards

Extras

0-3	Shaken (If the victim was already Shaken, he suffers a wound instead.)
4-7	Shaken and 1 wound
8-11	Shaken and 2 wounds
12+	Shaken and 3 wounds

Shaken (If the victim was already Shaken, he's Incapacitated instead.)
Incapacitated (Remove from Play)
Incapacitated (Remove from Play)
Incapacitated (Remove from Play)

REALMS OF CTHULHU

THE TWICE SHAKEN SCENARIO

Normally, when an investigator is Shaken twice he is, instead, wounded. With the introduction of mental damage, it is possible for an investigator to be Shaken from a mental attack as well. What then?

Whatever caused the second Shaken result governs whether the investigator suffers a wound or madness.

The situation in which this is most likely to arise is when the investigator is Shaken as a result of encountering a Mythos creature and is then subsequently attacked. If the attack causes another Shaken result, the investigator is wounded.

Alternately, if an investigator is Shaken by a punch to the face and then Shaken by witnessing a Mythos event, he incurs madness as his unprepared mind crumbles just a bit.

MENTAL ANGUISH

Some creatures, encounters, and other wickedness in the Keeper's arsenal can cause mental anguish.

Mental Anguish is damage that is applied against your investigator's Sanity in the event you fail a Guts check, and is discussed in more detail in The Sanity Systems section.

EXTRAS AND THE EFFECTS OF MADNESS

Allies who fail their Guts checks and suffer madness usually flee in terror from the scene, pass out, curl up into a ball, or are otherwise utterly useless for the duration of the encounter. Exactly what happens is at the Keeper's discretion.

INJURY TABLE

2d6	Wound
2	Unmentionables: If the injury is permanent, reproduction is out of the question without miracle surgery or magic.
3-5	Arm: Roll a die. Odd=left arm; Even=right arm; it's rendered useless until healed.
6-8	Guts: Your hero catches one somewhere between the crotch and the chin. Roll 1d6: 1-2 Broken: Agility reduced a die type (min d4). 3-4 Battered: Vigor reduced a die type (min d4). 5-6 Busted: Strength reduced a die type (min d4).
9-10	Leg: Roll a die. Odd=left leg; Even=right leg; It's rendered useless and Pace is reduced by -1.
11-12	Head: The victim suffers a nasty hit to the head or face. Roll 1d6: 1-2 Hideous Scar: Your investigator now has the Ugly Hindrance. 3-4 Blinded: An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye). 5-6 Brain Damage: Massive trauma to the head. Smarts reduced one die type (min d4).

THE SANITY SYSTEMS

PULPY VARIANT

The investigator's first line of defense against the dangers of the Mythos is their Guts skill. Failing a Guts check, their mind, unable to process the cosmic danger, suffers the risk of shattering forever, and they suffer Mental Anguish. Sanity is the investigator's second line of defense.

MENTAL ANGUISH

Your investigator suffers one point of madness for every four points of Mental Anguish they take in excess of their Sanity. Wild Cards can suffer no more than three levels of madness before they

go Insane. (The “fourth” lost point of madness pushes them over the edge and causes them to suffer Insanity.) If Mental Anguish is equal to or greater than your investigator’s Sanity, but no more than three points greater, they are Shaken.

If an investigator gains madness and wasn’t Shaken already, he’s Shaken as well.

If an investigator is already Shaken, he gains madness, but this isn’t cumulative. Wild Cards only suffer one level of madness per raise whether they are Shaken or not.

RATIONALIZING: THE MADNESS SOAK ROLL

If the investigator spends a benny immediately after taking one or more levels of madness, he may make a Smarts roll. This is the investigator’s attempt to “rationalize” the encounter and reduce it to a form that his mind can comprehend.

Each success and raise eliminates a level of the madness suffered by 1.

The Pulp Example: *Amanda Locke is wandering through a graveyard when a Ghoul springs out from behind a tombstone. Experienced, she has a Guts d6 and Sanity 6 (half her Spirit of d8 +2). She fails her Guts check and suffers Mental Anguish in the amount of 10 points. This is applied against her Sanity and is just enough to give her a level of madness. She decides to rationalize what she sees and spends a benny to make a Smarts roll. Succeeding on this roll, she suffers no madness and reconciles the fact that, evidently, the dead can indeed rise...*

INSANITY

A Wild Card goes Insane when he takes more than three levels of madness (after Rationalizing). Exactly how much madness is irrelevant—anything more than three means Insanity. The exact effects of what happens next are determined by checking the Insanity table found later in this section.

MADNESS

Each level of madness causes a -1 cumulative penalty to his Pace (minimum of 1) and to all further Trait tests up to a maximum madness penalty of -3.

GRITTY VARIANT

Whenever a terrifying creature is encountered, each investigator makes a Guts check. If they succeed, they are okay.

MENTAL ANGUISH

If an investigator fails their Guts check, they suffer Mental Anguish (see below).

Should the Mental Anguish be no greater than three points over an investigator’s Sanity, the investigator is Shaken.

For every 4 points of Mental Anguish above the investigator’s Sanity, they gain one level of madness.

INSANITY

Each time they gain a level of madness the character must make an immediate Spirit roll (taking into account all modifiers as usual). Should they fail this roll, they must immediately make another Spirit roll and consult the Insanity Table on page 26.

Note: The investigator may not attempt to rationalize away the madness in the Gritty style of play and every time they suffer a level of madness, they risk the chance of Insanity.

The Gritty Example: *Amanda Locke is, again, wandering through a graveyard when a Ghoul springs out from behind a tombstone (you think she’d learn). She fails her Guts check and suffers Mental Anguish. The Ghoul does 12 points of damage and she immediately gains a level of madness. Now, she must immediately make a Spirit roll (at -1) to avoid rolling on the Insanity Table. She rolls snake eyes and, since fate is unkind, she may not spend bennies on this roll. She is in trouble and must make another Spirit roll and check the Insanity Table. She manages to get a success, so she is Shaken and suffers a temporary insanity that lasts until her madness is eliminated. Her mind, in effect, has become unhinged from the terror before her. It might be worth noting that, since this is the first time Amanda has gone insane from encountering a Mythos creature, she also gains Knowledge (Mythos) d4 and loses one point of Sanity permanently.*

Compare the Mental Anguish damage versus the target’s Sanity and consult the appropriate column.

REALMS OF CTHULHU



Investigators cannot make Rationalization rolls! They can spend their bennies on the nasty Spirit rolls that may follow, however.

MADNESS

Each level of madness inflicts a -1 penalty to all Trait rolls, to a maximum penalty of -3 .

Anytime an investigator suffers one or more levels of madness, make a Spirit roll (including any madness penalties incurred by this attack). If the roll is successful, there is no further effect. If the roll is failed, your investigator is Insane. This could be a temporary or permanent affliction.

Mental Anguish over Sanity

0-3	Shaken (If the victim was already Shaken, he suffers a level of madness instead.)
4-7	Shaken and 1 level of madness
8-11	Shaken and 2 levels of madness
12+	Shaken and 3 levels of madness

Wild Cards

Shaken (If the victim was already Shaken, he's Incapacitated instead.)
Incapacitated (Remove from Play)
Incapacitated (Remove from Play)
Incapacitated (Remove from Play)

INSANITY

An Insane hero must make an immediate Spirit roll, applying all applicable modifiers.

Raise: The investigator is Shaken and suffers Insanity that fades after the encounter is over (or sooner if the madness is restored before then). Roll on the Mental Disorder Table for the effect.

Success: The investigator is Shaken and suffers Insanity that lasts until all levels of madness are eliminated. Roll on the Mental Disorder Table for the specific effect.

Failure: The investigator is Shaken and suffers an indefinite Insanity. Roll on the Mental Disorder Table for the specific effect.

Critical Failure: The investigator has stared into the Abyss, and the Abyss accepts them into its warm embrace. The investigator falls unconscious for $d6$ hours or until restored to consciousness (successful Healing roll) and permanently loses 1 point of Sanity. Should this reduce the investigator's Sanity to 0, their mind is irrevocably lost beyond all hope.

MENTAL DISORDER TABLE

d20	Disorder
1	Amnesia
2-4	Delusions and Hallucinations
5	Depression
6-7	Generalized Anxiety Disorder
8	Mania
9-10	Night Terrors
11	Obsession
12	Obsessive-Compulsive
13	Paranoia
15	Phobia
16	Psychotic Episodes
17	Sociopathic Tendencies
18-20	Weak Mind

INSANITY TABLE

SETTING RULES



AMNESIA

The investigator mentally blocks out the memories of whatever caused the trauma, but suffers from occasional flashbacks. If an investigator suffers from this disorder, take note of the event that triggered it. If reminded of the event in the future, the investigator must make a Spirit check or else the repressed memories flood back in. Failure on the Spirit check means the character immediately suffers the effect of a 2d4 Mental Anguish.

Stacking Effects: If this disorder is caused by a similar event or memories of the original event, the Spirit check penalty increases by 1 as the memories become harder and harder to shut out.

DELUSIONS AND HALLUCINATIONS

The investigator begins to hear voices, catch movement out of the corner of their eye, and see fleeting glimpses of things when nothing is present. They cannot be certain if what they see is real or just the product of their own troubled mind. They have a -1 penalty on all Notice and Guts rolls.

Stacking Effects: Increase the penalty on Notice and Guts rolls by 1.

DEPRESSION

The investigator loses hope for the future and ceases attaching emotional importance to certain aspects of life. He immediately loses a benny and starts each session off with 1 benny less than normal.

Stacking Effects: Increase the penalty by 1.

GENERALIZED ANXIETY DISORDER

The investigator suffers from a variety of physical and emotional symptoms such as jumpiness, twitches, expectations of doom, and hyper-vigilance. He jumps at shadows and is always looking for danger. All Trait rolls suffer a -1 penalty with one exception: Notice rolls have a +1 bonus.

Stacking Effects: Increase the penalty on Trait rolls (as well as the bonus on Notice checks) by 1.

MANIA

The investigator's mind is constantly racing, and he has difficulty focusing on anything in particular. He suffers a -1 to all Trait rolls.

Stacking Effects: Increase the penalty by 1. For every two levels of mania, the character suffers a -1 penalty to Charisma.

NIGHT TERRORS

The investigator's sleep is tainted by the horrors they have seen. Each time the investigator sleeps, they must succeed on a Spirit roll or suffer a nightmare so vivid they wake up screaming and cannot sleep for at least 8 hours. The investigator gains a level of Fatigue for the next 24 hours. The only way to alleviate this penalty is through a full 8 hours of sleep. An investigator resorting to pharmaceutical means to achieve his needed rest runs the risk of addiction.

Stacking Effects: The investigator gains a -1 to Spirit rolls to avoid having a night terror.

OBSESSION

The investigator becomes obsessed with something or someone, investing strong emotional bonds in it or gaining a sense of security from possessing it or being near them. The object of the obsession

A HAUNTING KNOWLEDGE

The investigator may initially gain Knowledge (Mythos) in two ways:

 *The first time a Mythos creature drives them insane.*

 *By willingly reading a book of lore.*

In either case, the investigator gains Knowledge (Mythos) d4, reduces their Sanity by 1 permanently, and increases their Corruption by 1.



REALMS OF CTHULHU



can range from a good luck charm or a teddy bear to a person or even a place. The investigator must keep the object of their obsession close by at all times. If the item is removed from the investigator for any reason, they become frantic and suffer a -1 penalty on all Trait rolls until the object is returned or the disorder is removed.

Stacking Effects: Increase the penalty on all Trait rolls by 1.

OBSessive-COMPulsive DISORDER

The investigator develops a set of rituals and nervous responses that he must perform. They could range from simply repeatedly washing his hands to very complex patterns of behavior. This unsettles people around him, giving the investigator a -1 Charisma. If the investigator is prevented from performing his rituals (which take a full round), he suffers a -1 penalty on all Trait rolls.

Stacking Effects: Increase the investigator's Charisma penalty by 1 as well as his penalties for failing to perform his rituals.



PARANOIA

The investigator becomes convinced that enemies are everywhere, and believes others are plotting against him. He is at a -1 to all Trait rolls when others are around him.

Stacking Effects: Increase the penalty by 1.

PHOBIA

The hero has a strong, unnatural fear of some particular object or situation, and suffers a -2 to all Trait rolls whenever in the presence of their phobia.

Stacking Effects: Select an additional phobia or increase the penalties of an existing phobia by 2 (to a maximum of -4).

PSYCHOTIC EPISODES

The hero suffers occasional psychotic episodes during which they become detached from reality. They may see terrifying hallucinations, suffer delusions, or become manic and rant wildly about the horrors they have witnessed or even curl up into a ball. Any time an investigator attempts a Guts check, he must also make a successful Spirit roll or be Shaken.

Stacking Effects: The Spirit roll is made at an additional -2.

SOCIOPATHIC TENDENCIES

Some horrors are so great that they force an investigator to become emotionally detached from the world around them to insulate them from what they have witnessed. Such individuals seem strange to better adjusted folk. The investigator suffers a -1 to Charisma except when attempting to Intimidate, and then gains a bonus of +1.

Stacking Effects: Increase the penalty and bonus by 1.

WEAK MIND

The investigator suffers a -2 to Guts checks and Spirit rolls.

Stacking Effects: Increase the penalty by 1 each. For every two levels of this disorder, the investigator suffers from a -1 Charisma modifier as they exhibit nervous twitches and other erratic behavior.



IN THE ARMS OF MADNESS

When an investigator is stricken with madness and suffers a mental defect, good roleplaying is essential when dealing with this delicate issue. The cosmic terror and overwhelming dread that can crumble an investigator's will like tissue paper is evidenced in the Sanity system. The Cthulhu Mythos weakens and corrupts, and the more absolute the knowledge gleaned about the cosmos, the greater the danger, hence the close connection between an investigator's Sanity and their Knowledge (Mythos).

While the Mental Disorders Table gives a comprehensive list of afflictions along with their mechanical effects on game play, they should not be viewed as a strait-jacket. These disorders provide room for the investigator and Keeper to flesh out the specifics within the confines of the scenario and campaign. For example, an investigator may suffer a Weak Mind from an encounter with some horrible creature that jumped at him from the shadows, and may thereafter insist upon maintaining adequate illumination wherever they may go until their condition is restored (if ever).

Although such actions are not mandated, they reinforce the effects of the investigator's madness, and raise the trauma from a mere description into a fully-fledged, more immersive game experience for all participants.

MADNESS AND INSANITY

Distinctions should be drawn between madness and insanity. Madness is the result of Mental Anguish and can be recovered through therapy and self-reflection. Insanity, on the other hand, encompasses any mental disorder that an investigator may suffer as a result of going insane, and is only restored through long term treatment and care.

TREATING MADNESS

The Knowledge (Psychology) skill can be used to treat investigators suffering from madness. Each attempt takes 20 minutes, and requires a safe, quiet place in which to talk with the subject. If such a location is not available, the treating investigator suffers a -2 penalty to his roll. The treating investigator must also subtract the subject's levels of madness and wounds from his skill roll.

LEARNING MORE MYTHOS

Once an investigator has Knowledge (Mythos) d4, they may gain more Knowledge in one of two ways.

Involuntarily: When an investigator encounters a Mythos creature and rolls snake-eyes (two ones) on their Guts check, they add +1 to Knowledge (Mythos).

Voluntarily: An investigator may skim or read a book of lore. Skimming a book adds a +1 to Knowledge (Mythos) while reading a book increases their Knowledge (Mythos) a whole die type.

Whenever gained Knowledge would increase an investigator's bonus to +2, the bonus is dropped and the investigator instead increases their Knowledge (Mythos) a die type. Whenever Knowledge (Mythos) is increased a die type, the investigator's Sanity is permanently reduced by 1 point while their Corruption is increased by 1. Delving too deeply into the mysteries of the Cthulhu Mythos is a dangerous pursuit.

Example: Amanda Locke discovers a book of lore.

She has Spirit d8, Sanity: 5, Corruption: 1, Knowledge (Mythos) d4. If she skims the book, her Knowledge (Mythos) increases to a d4+1. Should she spend the time to read it at length, her new attributes are: Spirit d8, Sanity: 4, Corruption: 2, and Knowledge (Mythos) d6, her grip on reality becoming shakier, even while her very soul is stained with newfound lore.



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Note as well that the treating investigator subtracts any penalties he may be suffering as a result of his own madness and wounds from the roll as well. An investigator suffering from madness trying to cure his own madness doubles his madness penalties (once for the distraction of his madness, and once for the severity of his madness) and adds in any wound penalties he may be suffering from as well.

A success removes one level of madness, and a raise removes two. Investigators with Knowledge (Psychology) can reattempt their roll as often as they like within one hour of the incident causing the madness—after this, only natural recovery or long term therapy can aid the unhinged investigator.

A result of 1 or less, however, means the patient suffers an additional level of madness. This new madness is treated as any other madness an investigator may receive under the governing Sanity system. However, no further treatment can be administered to an unhinged investigator for a twenty-four hour period.

AFTERMATH: EXTRAS AND MADNESS

After an encounter with cosmic horror, the investigators make Spirit rolls for all their allies who suffered madness. A success indicates they are okay, they were just terrified for the scene. Failure indicates they are treated as Incapacitated—they were so badly frightened that they are in a fugue, and a 1 on the Spirit roll indicates they were driven over the brink and are catatonic or worse (the exact results are at the Keeper's discretion).

The successful use of Knowledge (Psychology) can restore an Incapacitated ally's mental stability, but only long term care can help those driven over the brink.

MENTAL RECUPERATION

Every five days, investigators suffering from madness may make Spirit rolls. Wild Cards remove one level of madness with a success, and improve two steps with a raise. A Critical Failure on this roll increases a Wild Card's madness by one level. An Extra loses their Incapacitated status with a success, and go over the brink if they roll a 1 on their Spirit die.

Subtract wound and madness penalties from these rolls as usual, as well as any of the modifiers below. These are cumulative. Proper care means that someone with Knowledge (Psychology) is actively

keeping tabs on the patient's mental state, giving what medicines are available, and looking after the patient's well-being.

MENTAL RECUPERATION MODIFIERS

Modifier	Condition
-2	Rough traveling
-2	No treatment
-2	Poor environmental conditions, such as intense cold, heat, or rain
-1	Indifferent staff
—	Proper care facility (1940 or earlier)
+1	Proper care facility (1941 or better)
+2	Proper care facility (2010 and beyond)
+2	In therapy (under the care of a psychotherapist)

Example: *An investigator whose companions are slain manages to escape into the woods, but has suffered a level of madness. He knows that something still pursues him so cannot afford to slow down. He is -2 for rough traveling, -2 for no treatment, and -1 for madness for a grand total of -5. The odds are great that he will descend further into madness if he cannot find help.*

Luckily, he wanders out of the woods a week later with one additional level of madness and is immediately carried to an asylum. He is at -2 for his madness and no modifier for the 1920s facility housing him. He is lucky enough to benefit from therapy (receiving an additional +2) and makes an unmodified Spirit roll. Before long, he should be seeing the glass as half-full instead of half-empty.

TREATING INSANITY

Only psychotherapists (those with the Psychotherapist Edge) are skilled enough with the nuances of the human mind and its psychology to attempt to eliminate indefinite Insanity. To do so, the patient must not be suffering from any levels of madness before therapy can begin.

THERAPY

Getting rid of mental disorders is not easily done. The investigator must make a successful Spirit roll at -4 to eliminate one level of a mental disorder. Only one mental disorder may be treated at a time. However, the psychotherapist gets to help out. The psychotherapist makes a Knowledge (Psychology)

SETTING RULES



roll and adds +1 for each success and raise. Each consecutive week in counseling adds an additional +1 modifier to the investigator's roll as well.

Once a level of mental disorder is successfully treated, a new disorder or further levels of the same disorder may be treated, and the consecutive week bonus resets.

Example: *Amanda Locke checks into a local asylum to get rid of her unhealthy obsession with graveyards. After recovering one level of madness, her therapy is properly underway.*

Amanda has Spirit d8. After the first week, she rolls a 5, but subtracts 5 (-4 for the base modifier and an additional -1 because she is away from her beloved graveyards), leaving her with a 0. The psychotherapist gets a success and a raise. Amanda gets to add +2 to her roll with his help and +1 for the first week of treatment, but it's not quite enough.

The second week, she rolls a 4 which is reduced to 2 (-4 to eliminate a disorder and +2 for the consecutive week bonus). Her shrink gets a success, increasing the total to 3, not quite enough.

The third week, she rolls a 4 again, which is reduced, after the base penalty of -4, to 0. Her therapist gets 1 success, adding +1, and her third full week of treatment adds +3. Her mind is finally clear of her obsession!

MAXIMUM SANITY

The most Sanity any investigator may have is their Sanity minus their Corruption. When an investigator's Sanity is reduced to zero, they have either been driven horribly insane, or become a tainted servant of the very forces they once fought. In either case, the player turns over his character sheet to the Keeper and must create a new investigator.

CORRUPTION

Each time an investigator gains a die type of Knowledge (Mythos), their Corruption increases by one. A d4 is Corruption 1, a d6 is Corruption 2, and so on.

Example: *Amanda Locke, Spirit d8, began play with a Sanity of 6. Over the course of play, her Sanity has dropped to 4 because her Knowledge (Mythos) has increased to a d6, giving her Corruption 2.*

As one might imagine, gaining Corruption is never a good thing, but it's part and parcel of dealing with the darkness. Some secrets are best reserved for the Keeper. Complete details are found in the Keeper's Section on page 51.

INCREASING SANITY

An investigator may increase their Sanity in one of two ways: either by increasing their Spirit attribute, or by taking various Edges that increase their Sanity.

Example 1: *Continuing the former example, it would do Amanda Locke no good to take any Edges that would increase her Sanity, as she is already at her maximum. However, if she increases her Spirit by a die type, then her Sanity would go up 1 as well.*

Example 2: *Poor Amanda increases her Spirit to d10, giving her a Sanity 5. Her Corruption 2 prevents it from being any higher. She later on suffers a Sanity loss—this time from a Critical Failure on the Insanity Table. Her Sanity drops to 4 and she cannot increase another attribute until she goes up a Rank.*

When she next levels up, she gets permission from the Keeper to take the Well Adjusted Edge (as it's a Background Edge, she normally could not choose it), stating she takes a sabbatical for a few weeks to get things into perspective. This Edge restores her Sanity to its previous level of 5.

RESTRAINTS AND SEDATIVES

With the penalties that can arise from madness, one additional modifier that comes into play is the use of strait-jackets, restraints, and sedatives to aid the healing process.

Any investigator in a proper medical facility (receiving proper medical attention) is presumed to be managed in such a way that their levels of madness are not subtracted from their Natural Healing rolls. However, in the field, such equipment may be required so that investigators do not pick open their wounds or demonstrate other such erratic behavior that would inhibit medical treatment or their natural healing process.

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NEW USES FOR SKILLS

Savage Worlds has a number of skills that can be applied in many situations. Following, you will find how some skills can also be used within *Realms of Cthulhu*.

INTIMIDATION AS INTERROGATION

Want to pull the facts out of someone? Then Intimidation is key. Simply make an opposed roll against your opponent's Spirit. Since you've had to capture them to even initiate an Interrogation, you should start off with a situational modifier of +2 with other adjustments as the Keeper sees fit. With a success, you are able to dig out some minor piece of information, maybe more, if the opponent realizes you could get the information from multiple sources or is more afraid of what you can do to them than their boss. With a raise, you are able to get out a major piece of information, if the target knows any, or a willingness to help. This is like having a friendly reaction. Two or more raises

indicate the subject spills everything they know. An interrogation session cannot be attempted more than once per day on a given individual. Repeated attempts fail.

PSYCHOLOGY TO "READ" SOMEONE

If an investigator wishes to be able to tell if someone is giving them false or misleading information, they may use their Knowledge (Psychology) to see if the target gives themselves away. Alternately, they may attempt to use this skill to get someone to reveal information, as per the Intimidation parameters above, however it is a roll opposed by the target's Smarts. Failure indicates the target realizes they are being manipulated, and their reaction shifts down one category. Further attempts at manipulation are made at -4.

PERSUASION AS DISGUISE

Want to actively pass yourself off as someone? That's an active use of the Persuasion skill. If you're just trying to pass yourself off in an anonymous role, you need a success. If you want to pass yourself off as a specific individual, that goes against a person's Notice with a -4 modifier if the person knows the individual in question. If you get into a prolonged interaction, you'll be making continuous opposed rolls, so this is not something you'd want to do for too terribly long unless you're extremely talented.

Example: *Amanda Locke wants to pass herself off as a reporter to get into a private party. She acquires suitable clothes and approaches the door man. He has an initial reaction of neutral. It's his job to keep out the riff-raff and if he doesn't, it's on him. If he's the sole guard, the Keeper may determine that Amanda needs a Friendly reaction from him to get inside. He doesn't know Amanda and wants to keep his job. If she successfully increases his attitude, he'll let her in with no problem. Otherwise, he'll need some sort of bribe to motivate him.*

DISGUISE MODIFIERS

Situation	Modifier
Proper Disguise	+2
Specific Individual	-2
Different Class	-2
Individual Known to Target	-4

Note: These are cumulative modifiers.



Example: Once in the party, Amanda encounters the host, Doctor Blackwell, who has previously met Chloe Green, the woman Amanda is pretending to be. Now Amanda must make an opposed roll against her host's Notice with a -4 modifier. Luckily for Amanda, the good doctor is a bit in his cups, and she successfully manages to break away from the conversation before he sees through her ruse.

REPAIR AS FORGERY

Need to dummy up some papers to get through the pass? You're using Repair to trick someone into doing something you want. Forged documents are often used as an aid in helping a person pull off a disguise, as well as supporting information. Should the investigator have some background in dealing with documents, something to work from, and have access to the proper tools, they may attempt to draft travel papers, edicts, and more. Official papers often bear wax seals and governmental stamps to reduce the chance of risk of forgeries.

The Keeper is encouraged to set the difficulty reasonably high. The forger makes an opposed roll of Repair versus Smarts of the examiner. Other items may also be forged, depending upon the investigator's background, at the Keeper's discretion.

STEALTH AS BLENDING

Wishing to blend into a crowd of commoners so the guards pass you by? That's an excellent use of Stealth. This can certainly be modified by your appearance at the Keeper's discretion, and definitely by what you're wearing. More memorable or distinctively dressed people have a harder time blending in. That's a sad fact, but it's true.

Example: Amanda has left the party, but one of the guests, a spy herself, realized she did not belong there and has begun pursuit. Amanda notices her as she reaches the market, and attempts to lose herself in a group of washerwomen wending their way home. As she is attractive (-2 modifier) and nicely dressed (-1 modifier), the Keeper gives her a -3 modifier to her Stealth roll.

Had she a round or more head start, she certainly could've muddied her appearance up to help her efforts. As it is, her red silk dress and perfect complexion give her away.

WATCHING THE DETECTIVES

Here are a few points to keep in mind when creating your investigators.

BARE ESSENTIALS

There are a few skills every stalker of the night should take: Guts, Notice, and at least one of the two key combat skills (Fighting or Shooting). It's not necessary to have them at huge levels if they don't fit your vision, but it's a good idea to at least take them at a d4 and build them up over time. Trust us.

PARTY UNITY

Ideally, it is best if everyone can get together to make their investigators at the same time, so you can decide who will be what.

SHARED BACKSTORIES

While not mandated, try to come up with a connection to at least one other party member. Are you cousins? Were you bitter rivals on the debate team who became the closest of friends? Thinking about such matters adds resonance to your roleplaying and helps explain why you're trudging together through a backwater salt marsh after midnight. Certainly, you know the kind of trouble family and friends can get you into.

THE LURKER IN THE THRESHOLD

You'll notice the Next of Kin line on your investigator's dossier. It's not just for looks. Take the time to fill out that line and think about their relation to your (current) investigator. Depending on your luck, your Keeper, and your play style, that name may well be investigating your disappearance one day.

REALMS OF CTHULHU

GRAPPLING IN DETAIL

From time to time, investigators may grapple or become grappled (by such things as tentacles). Here's the skinny on how that's handled.

First, the attacker makes an opposed Fighting roll against the target. If the attacker succeeds, the grapple is made. With a raise, the target is also Shaken. Once entangled, the defender may try to break free on his next action. Both parties pick either Strength or Agility and make an opposed roll. If the defender wins, he is free, but it consumes his action. With a raise, he may also act normally. Instead of breaking free, the defender may attempt a different action but at a -4 penalty. After grappling, the attacker may attempt to damage his (or its) victim on subsequent rounds by making an opposed roll. On a success, he (or it) does its Strength in damage (with an extra d6 for a raise as normal).

An investigator doing a Wild Attack to grapple is essentially tackling their opponent. This gives them a +2 to their Fighting roll and -2 to Parry until their next action.



GANG UP BONUS: STRIKING INTO A GRAPPLE

If other characters attempt to strike a grappled foe, they gain the appropriate gang-up bonus.

Any investigators or NPCs grappling are considered Unarmed Defenders, regardless of whether they are wielding melee weapons or not.

BREAKING FREE

An investigator wishing to break free from a grapple makes one roll as his action, regardless of the number of foes (or tentacles) grappling him. Each opponent makes their roll against this number. If a creature has multiple tentacles around one investigator, the investigator makes his roll and then the creature rolls for each tentacle separately.

Example: Amanda Locke's friend, Daniel Key, is in the clutches of a foul cephalopod that has wrapped two tentacles around him. Daniel (Agility d8, Strength d6) wishes to escape. He rolls a 7 on his Agility roll. Though he's in the clutches of one creature, each tentacle rolls separately to maintain its hold. With rolls of 5 and 11, the foul beast still maintains a hold upon him with one tentacle.

CREATING YOUR TEAM

There are, of course many different types of characters, but thinking about their roles in the team in this way ensures you have a good mix of skills at your disposal. A well-rounded team of investigators is able to face a range of challenges. If you want to try to cover all the bases, the following is a good way to think about the makeup of the team.

The **collector** gathers physical clues and information. He generally focuses on Notice, Persuasion, Investigation, and Streetwise.

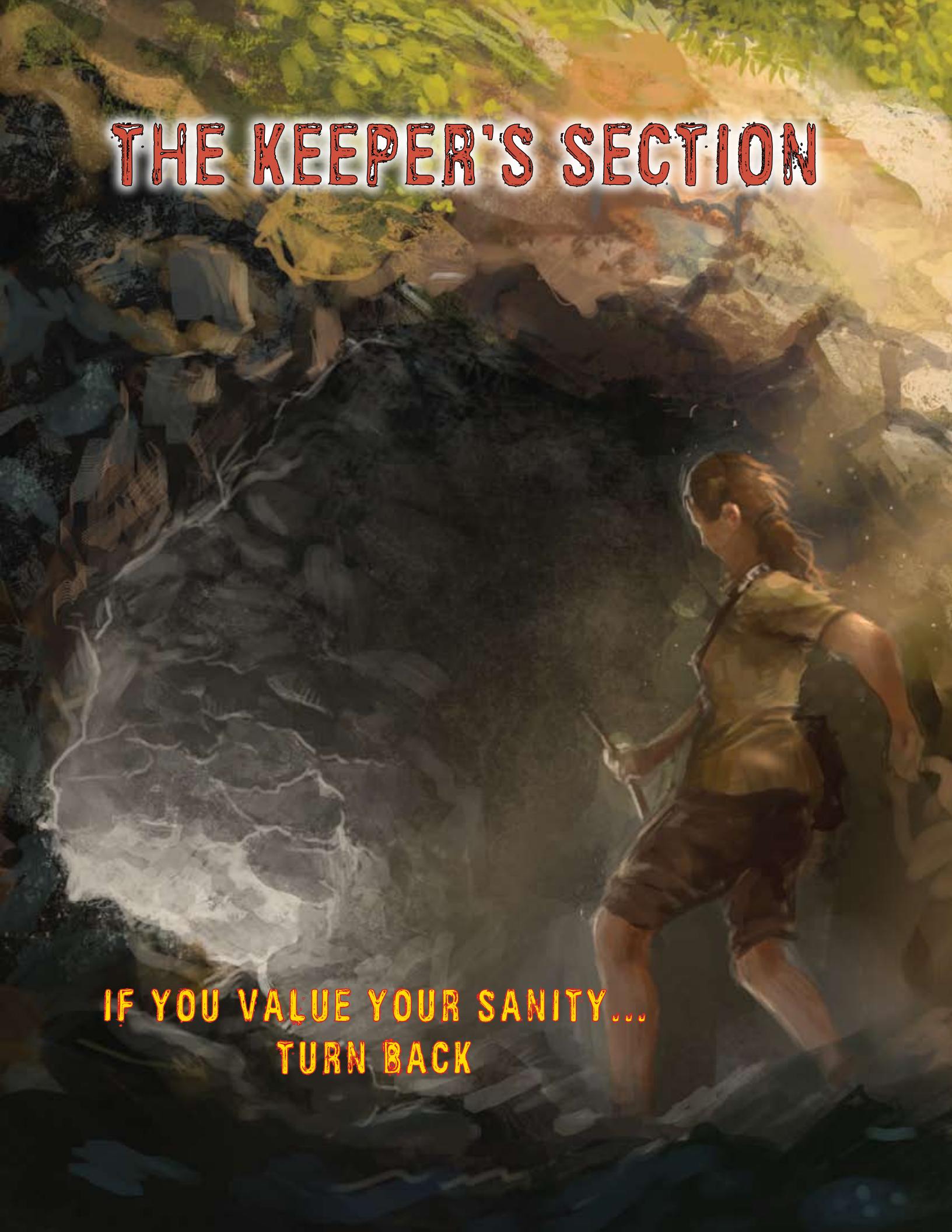
The **healer** provides sanctity of mind, body, or both. He concentrates on Healing, Knowledge (Psychology), and associated Professional Edges.

The **perpetrator** possesses a skill set that can be considered criminal: Climbing, Lockpicking, Stealth, and Streetwise.

The **scrapper** focuses primarily on Fighting and Shooting, and must have the guts to be able to swing a fist or pull the trigger as the need arises.

The **thinker** is an academic who concentrates on Knowledge and Investigation, and their associated Professional Edges.

THE KEEPER'S SECTION

A woman with long brown hair, wearing a green vest over a white shirt and brown pants, stands in a dark, rocky landscape. A massive, textured hand reaches down from above, partially obscuring her. The background is filled with large, jagged rocks and a bright, glowing light source on the right side.

A woman stands in a dark, rocky landscape. A massive, textured hand reaches down from above, partially obscuring her. The background is filled with large, jagged rocks and a bright, glowing light source on the right side.

IF YOU VALUE YOUR SANITY...
TURN BACK

THE CTHULHU MYTHOS

Realms of Cthulhu provides you the opportunity to explore the worlds of terror created by H.P. Lovecraft, and create entirely new vistas of your own. As the Keeper, you get to know all the little secrets without suffering that niggling loss of sanity that the investigators have to deal with. You also need to be up on things. To that end, we'll begin with an overview of the Mythos, move onto what exactly your responsibilities are as the Keeper, give you detailed information on books, magic, and more—everything you need to start charting new realms (and Mythos tales) of your own.



THE MYTHOS WRIT LARGE

The essence of the Mythos is nihilistic horror. No matter what anyone does, the universe is, has been, and always will be against humanity and the cosmos does not bow to the wishes of mortals, nor are the supreme powers benevolent. Instead, the center of all is madness and chaos, and the natural state of things is mind-breaking flux with angles and curves that one cannot even hope to fathom.

The heroes are often everyman, ordinary types who by fate or intent discover some unsettling thread or fact that does not pleasantly fit in with all that they know. These tragic heroes often pursue the nature of this truth with a slender hope of restoring order. Ultimately, they destroy only themselves as their world unravels around them.

The Mythos presents a backdrop of dark, dangerous alien gods that fluctuate in and out of dream states and reality, while minions and cultists attempt to bring them back into the world, our world, to crush it out once and for all. The theme is one of illusion, darkness, and despair, and mankind's innate inability to see through the fundamental untruths that surround him, and the pending fate awaiting those who suffer through the blessed lies to the mind-shattering truths.

Conflict is rare and quick and quiet and deadly. Monsters scarcely appear, though they haunt the dreams and back alleys and the corners of the eyes. Magic is scarce. However, that is the Mythos of literary fiction, and yours is the Mythos of game play. How events turn out, when creatures and cultists appear, and how much magic makes its way into your investigators' hands is ultimately up to you.

Following you'll find insights into how to weave your own tapestry of terror.

THE CTHULHU MYTHOS

ROLE OF THE KEEPER

Now that we've given you a touch of evil and a broad overview, you have the singular delight of creating your world and all that's in it. We provide you with the necessary tools to get your investigators exploring the nooks and crannies of your dark dreams right away. Through a logical progression, we'll take you through setting up your campaign and its style, give detailed insights into creating your own Mythos Tales, and provide you with tips and suggestions on creating and maintaining atmosphere, tweaking out creatures and cultists, and integrating magic into your game.

CRAFTING YOUR CAMPAIGN

The following pages provide a wealth of ideas to help you design your Cthulhu campaign. They are not hard and fast rules for creating a campaign, but more a series of guidelines that provide a framework for your campaign. Armed with this toolkit, you will be able to construct gripping horror fantasy tales in no time.

EVALUATING THE ERAS

RoC is suitable for any particular era, though it is generally distilled down to three main categories: gaslight, traditional, and modern. Let's examine each in turn.

THE 1890s: THE GASLIGHT ERA

The gaslight era focuses on the 1890s and helps bring forward an increased sense of isolationism and desolation in a world that is going through the industrial revolution, a world faced with very real fears of the unknown, with great expanses of the world yet to be explored. Travel is seriously restricted as is communication, and, even in America, there is a very real sense a caste system still in place. Large tracts of wilderness surround cities, the memories of the Civil War have yet to heal, and the South is just beginning to get back on its feet. Gaslight campaigns are often focused in such cities as London, which brings echoes of Sherlock Holmes, Jack the Ripper, and a wealth of other Old World horrors. On the other hand, setting a gaslight campaign in the Arkham area allows an experienced Keeper

to draw upon their knowledge of the Mythos to interweave their campaign with some of the fantastical history that Lovecraft fashioned for the New England area.

THE 1920s: THE CLASSIC ERA

The period following the Great War and ending with the Great Depression, 1918-1929, saw the values of the nation change while the country was in a period of great prosperity. It is during this time that Lovecraft lived and it is the era most strongly associated with his works. The 1920s is traditionally favored by many Keepers and players in which to set their campaigns, so we'll examine the period in broad strokes.

In the wake of World War I, jazz music emerged on the scene and flappers redefined the image of modern womanhood. New art styles emerged and Art Deco stylistically set the period's tone. This is the world of F. Scott Fitzgerald and the Great Gatsby, but also a world with a sinister aspect if examined through Lovecraft's lens, a Mythos lens. Industry and modernism grew dramatically, as did the advancement of the individual and science. Automobiles, movies, and radio modernized a distressed America (and the world) seemingly overnight. Where did this technology truly originate? This social upheaval became known as the Roaring Twenties and gradually spread from North America across into Europe.

A recurring theme of this period is the disconnected feeling possessed by many men and women. They promoted modernism, a break with tradition, which could well be considered a collective coping mechanism of the masses as they went about the very real tasks of rebuilding the world and reconciling the savage barbarity of mankind, and the mind-numbing cost in lives of the Great War. It was a juxtaposition in time of the supremely serious and Spartan aesthetic, coupled with a lightness reflected in the amusements and dances of the day. Perhaps people were trying to drive away the demons that already tore at the fabric of civilization? The world had seen what it could be at its worst and struggled with that truth. Perhaps other forces operated from the shadows instead. Perhaps slumbering gods stirred in their sleep.

This period, for a Keeper with a penchant for research, provides the greatest opportunity to plunge the investigators directly into the original

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Mythos tales created by Lovecraft. This allows ample opportunities for roleplay and adds an additional level of immersion for players new to roleplaying, because they can familiarize themselves with the atmosphere beforehand by reading a few stories. The Keeper, in turn, is presented with a great deal of latitude regarding locale and civilization, as many places were accessible, while still isolated and primitive. As technologies were advancing, they were far from infallible, and can cease to operate at the Keeper's whim.

THE AGE OF DECAY: THE MODERN ERA

The modern era offers the appeal for the Keeper and his group to confront the mystique of the Mythos wrapped within the world they already know. Conflicts in the papers, research on the internet, and the daily news are a ready source of information and inspiration. All that needs to be added is that slightly tainted touch to throw everything out of skew. By placing it in an area the Keeper (or his group) is familiar with, shorthand descriptions often are well served and the focus can be kept firmly on the story. The sense of isolation, usually accomplished through restricting transportation and compromising communication, however,

is all but entirely lost. Certainly the Keeper can have the odd snowstorm or blackout, but such rationale wears thin in the long term. Through thoughtful planning and emphasis on plotline, however, the Keeper can certainly weave a fine storyline and force the investigators into remote areas or emphasize the darkness and dangers that can even be found in a busy metropolis. Story opportunities are abundant, and the Keeper can extend and extrapolate the mysteries of the Mythos in ways even the most jaded investigator cannot predict.

CAMPAIN FRAMWORKS

The choice of play style is going to greatly impact your game more than any other decision you'll make for the choice of your campaign. To that end, we present you with four campaign frameworks, each one focusing on a different play style to encourage and inspire you to choose a path that works best for you and your group.

The Four Frameworks

Heroic Horror: Pulp/ Pulp

Slippery Slope: Pulp/ Gritty

Dangerous Action: Gritty/ Pulp

Dark Spiral: Gritty/ Gritty

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The four different play styles may be summed up as follows:

Heroic Horror (P/P): This style is the least dangerous of the four, but that is not to say it is not without its own perils. The investigators regularly deal with Mythos threats ranging from cultists to menacing, unworldly forces, and emerge, if not unscathed, ultimately none the worse for wear. Magic is often more commonplace than in certain other styles, with the investigators frequently learning to employ spells as well. This is best suited for short campaigns or one-off adventures as the risks, both physical and mental, usually associated with the Mythos can come up short. On the other hand, the investigators' abilities to deal with greater dangers can create a false sense of security that can be easily countered with some of the more powerful Mythos denizens.

Slippery Slope (P/G): This style maintains a high level of action, promoting investigator survival, but determinedly works away at their psyche, whittling it away bit by bit. Even ill-prepared investigators can usually handle most mundane threats in this game style, but the greater dangers posed by the Mythos itself can be perilous unless foresight is undertaken. The slippery slope allows both a great opportunity for campaign development and character growth, while maintaining the omnipresent threat of great danger from the outside. While shifting a bit to the left of the traditional feel of the Mythos stories, the high action coupled with high peril makes this game style an excellent choice for gamers seeking long term campaign opportunities.

Dangerous Action (G/P): This game style shifts the focus away from combat, making it a brutal proposition. Physical threats from cultists as well as Mythos creatures encourage the investigators to be thoroughly prepared for any dangers they might face. The reduced chance of permanent insanity somewhat mitigates these perils a bit, but definitely ratchets up the tension in any potential combat situation. This style works for one-off games as well as short and long-term campaign play.

Dark Spiral (G/G): The most dangerous game style combines the grittiest elements offered into a maelstrom that will have even the most seasoned investigators shivering in their boots. Every encounter is fraught with peril, and death is a very real possibility. While most emulating the traditional stories of the Mythos, this style is not for the faint

HANDLING INVESTIGATOR MORTALITY AND PERMANENT INSANITY

Regardless of the style of campaign you elect to play, occasions may arise where one or more investigators either are driven impossibly crazy, or else have become servitor sushi.

As the Keeper, it is your responsibility to drive the story forward and maintain a certain level of frisson, but you still want to retain and preserve a level of continuity and verisimilitude, which at times can seem like a balancing act. Several options readily present themselves: you can have the players create new investigators who are somehow related to their late (or insane) investigator, such as a barrister needing to administer the mad professor's estate, or they can be members of the same organization that has bound together to fight the darkness.

Depending upon the tone of the campaign, other options will certainly arise that make sense in the narrative, such as a supporting cast member being "elevated" to the role of investigator. In any case, the newly created investigator begins with half the amount of experience points as the original character. The player may elect to give his new investigator Knowledge (Mythos) up to the same die type as their old character, with the corresponding increase in Corruption and decrease in Sanity.

Example: Professor Jacobs (60 xp) goes mad and is interred at the local asylum. The newly created investigator, the author, Perry Thatchwork begins play with 30 xp. As Professor Jacobs had Knowledge (Mythos) d8, Thatchwork may take the same level, but will begin play with Corruption 3 and have a starting Sanity of 3.

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of heart and encourages investigation and preparedness more than all the other styles. An investigator can fall from one strike or feel his world crumbling around him when spotting a Mythos creature. No one is safe in such a campaign, but it is a challenge for an experienced group to try something dangerous. Keepers are encouraged to provide plenty of opportunities for success in adventures that don't require direct conflict and reward a thoughtful party. While long term campaign play is a risky proposition, this game style works for both one-off games and short-term play quite well.

THE BOND

What possibly drives—and keeps—the investigators together? This is something that can be determined by the Keeper, by the investigators, or through an open discussion of the nature of the game everyone wants to participate in. While an experienced Keeper may feel that all the investigators will be mesmerized by the narrative and plot he is unfolding for their amusement, it is the wise Keeper who discusses with his group the focus of the game. Will it be action and adventure, or will it be mystery and intrigue, or some combination thereof? This can often help shape the type of bond the investigators have. Some sample bonds include: raised together by a mysterious benefactor, members of the same organization, witnessed horrific events, or escaped from an asylum together. This element can either be a secondary, underlying element that has little meaning after the first few adventures, or could shape the very core of the investigators' experiences.

PUTTING IT ALL TOGETHER

The Era, the Campaign Style, and the Bond are the three main elements that, together, shape the basic framework of the narrative. Certainly, location, patrons, and the frequency in which Mythos elements are introduced are spices that work off this core framework, but we'll discuss those each turn.

SEEKERS OF LOST FORTUNE

Campaign Style: Heroic Horror (Pulp/Pulp)

Default Era: 1920s

The Bond: Legal Entanglements

Synopsis: The investigators are gathered to a palatial estate for the reading of a will and are drawn into a globe spanning hunt for lost artifacts to protect the world from imminent danger.

Details: Each investigator was somehow associated with Lord Graham Whitmore, a retired British colonel and adventurer who maintained a modest residence in NYC, but had holdings abroad. This could be through his association with various adventurers' guilds and geological societies worldwide, or through a more personal connection. At any rate, they are individually notified of Lord Whitmore's passing, and are transported to his estate located in the Keeper's city of choice for the reading of his will. His attorney, Randall Brook, is efficient and friendly, and informs the heroes that Lord Whitmore selected them to carry on his life's work: the collection and disposal of various dangerous relics and artifacts. To that end, residence at the manor would be made available as well as the transferring of their effects to the estate. A regular stipend would be made available to each, so that they may wholeheartedly focus their energies on the tasks at hand without outside distraction. A butler, maid, and groundskeeper are located on the estate at all times, and attend to the investigators' needs.

Keeper Notes: This campaign style lends itself well to high action and adventure, and gives the Keeper the opportunity to send his group to remote places throughout the world to battle evil cultists and dark gods. The amount of investigation, research, and intellectual puzzles included in any given scenario are at the Keeper's whim. The attorney provides a ready interface with the group, giving the Keeper an easy way to insinuate the party into any type of adventure, introduce plot hooks and complications, and point them in the right direction as need be. Disposing of relics is generally handled as best suits the group's play style, and can range from complex adventures in their own right, such as placing them in a trophy room at Whitmore Manor, to handing them off to the attorney. The stipend is intentionally not specified to provide a degree of latitude for the Keeper in this regard (and can vary on a case by case basis as the attorney is the final arbiter of such matters).

Special Rules: Lord Whitmore had an immense library, most of which was donated to various universities about the sphere. Remaining, however, are

THE CTHULHU MYTHOS

enough books to add a +2 to any research done at Whitmore Manor. Two Mythos books, the exact contents of which are at the Keeper's discretion, are kept by the attorney to be given to the investigators after they've proven their dedication to the cause (generally when the party has reached Seasoned Rank).

Other Eras: The Seekers of Lost Fortune could be placed into the 1890s with little difficulty aside from the obstacles of ready transportation. If a Keeper so desired such a campaign, he would be well served by having story arcs that are readily handled within a particular geographical zone, such as a series of adventures that take place in Egypt or London or so on. Placing the Seekers in the modern era could be done as well, but a careful eye must be kept on access to the investigators' stipends as the broad array of equipment could diffuse the game. Additionally, isolationism is harder to maintain and there is less "terra incognita" in today's world.

FINAL DEFENSE

Campaign Style: Slippery Slope (Pulpy/Gritty)

Default Era: Modern

The Bond: Covert Organization

Synopsis: With an emphasis on action, a Final Defense campaign focuses on the investigators dealing directly with the dark horrors of the Mythos. The investigators face the tragedies of madness and mental illness far more often than death, and may often go up against former comrades who have been tainted by the very thing they once fought.

Details: In this campaign style, the investigators begin as members of Final Defense, a covert organization funded by the government to deal with the hostile xenofroms known as the Mythos beasts. How they became members of the organization is up to the Keeper and the investigators.

Keeper Notes: The Keeper can opt to have the players generate regular investigators and then have the first adventure be their introduction to Final Defense.

Special Rules: In Final Defense, the investigators gain the Hindrance of Obligations (Major) and Contact (Final Defense League) once they become FDL members. If they create FDL members from scratch, they gain these in addition to the normal number of Edges and Hindrances they may take.

FDL provides them with global transportation (plane tickets, etc.) and medical and sanitarium support as needed. They also are granted a great deal of latitude legally, but as a shadow organization must do their utmost to maintain a low profile. They must purchase their own equipment, but do so at half the usual cost. The Lenguist is a FDL PDA and contains a complete database on xenofroms, occult, and other things as the Keeper sees fit, adding a +2 to all Investigation and research performed in its areas of specialty. It also has encrypted files that aid in Knowledge (Mythos), but requires the user to have a basic knowledge of Mythos (d4 or greater) to access. Those users with such knowledge add +2 to their Investigation rolls with Knowledge (Mythos). Rituals and magic are not stored on the device, but references to such documents may exist on Lenguist (at the Keeper's discretion).

Other Eras: Final Defense could be adjusted for the 1890s and 1920s by shifting the focus from a broad scope to a narrower one. Lenguist is then replaced by a scholarly adjunct who is on retainer at the investigators' base of operations. In all other regards, the Final Defense League remains the same.

THE LAMPLIGHTERS

Campaign Style: Dangerous Action (Gritty/Pulpy)

Default Era: 1890s

The Bond: Shared Event

Synopsis: Set in London, ordinary people are drawn into a dangerous web of darkness and deceit as cultists seek to restore their dark master to power.

Details: The investigators all are making their way down a bustling street when a great fog rises up and the next thing they know they are on the edge of a bridge. They witness an eldritch battle, complete with crackling pyrotechnic magic, between the forces of good and evil in the form of Doctor Atelier against a dark priest. Doctor Atelier is grievously injured and collapses, while his opponent retreats into the fog. Doctor Atelier charges the investigators with carrying on his mission, saying that it is preordained. He fishes an ordinary key out of his pocket and gives them a street address of 121B Easthampton Way. Cultists appear out of the fog menacingly, demanding the key. The investiga-

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MAINTAINING ATMOSPHERE

A serious tone is critical in establishing the atmosphere for a proper Mythos Tale. While there is a time and place for gallows humor, as the Keeper, you must rise above such talk (no matter how hilarious) during the course of play and keep your group on track, otherwise your game risks falling into a parody of itself. If you elect, you can choose to create a campaign that has more of an emphasis on humor, but you'll be depriving yourself and your group the opportunity for some truly memorable roleplaying sessions. Realms of Cthulhu is a grim setting, and the heroes are fighting a battle they cannot possibly win, but only postpone the inevitable outcome for another day. Evil is relentless and oppressive and everywhere. Lighter moments, it must be said, do have their place. Providing a moment of interaction with the friendly valet as they arrive at a hotel makes discovering the valet's body (his name was John and he was working this job and interning at St. Mark's Hospital) even more poignant. Victories, no matter how small, should be relished, as a tragic death or insanity is what awaits most investigators in the end.

tors may stay and fight (a risky proposition), or run. The doctor has a shabby flat on the second floor of a rickety old building and a number of books on the occult on his shelves. The walls are marked up with equations and strange symbols with odd angles that cause one's eyes to slide away. However, amidst the papers on his desk is a sketch of the investigators from a worm's eye view, with a small, silver whistle taped to it. One end of the whistle juts out ever so slightly and is scratched up. If it is blown, a panel slides apart against the far wall, revealing a small locked box. Within the locked box is a diary detailing the plot of the dark priest of the Keeper's choice of cult.

Keeper Notes: This campaign style provides a framework for a mysterious series of adventures with a focus on investigation. Combat is both dangerous and deadly, so an emphasis is placed on the Keeper to keep a tight focus on investigation, and provide a level of cohesiveness and details that move the story forward. There should be a number of false trails, conspiracies, and double-dealings, but enough of the main threat should be revealed—with opportunities to counter the dark cultists on occasion—to provide an impetus to the group for continued play. The Mythos, in this instance, is definitely in the details. Over the course of play, the investigators should also come to understand that they have unwittingly become the pawns of good, the last remaining obstacle in the path of absolute darkness. Encounters with Mythos creatures directly are often fatal.

Special Rules: The investigators have been bonded together by Doctor Atelier, becoming Lamplighters, and gain the Common Bond Edge for free. New investigators that come into a group of two or more Lamplighters gain the Edge after successfully completing a mission in their company.

Other Eras: Transitioning the Lamplighters into a 1920s campaign can be done with little difficulty, but it loses the emphasis on ambience and the period. If placed in the modern era, the Keeper should focus on the elements of the past and keep things as rustic as possible to promote a crumbling, oppressive atmosphere spotlighted with rare glimpses of a better world.

THE FREQUENCY OF MADNESS

Campaign Style: Dark Spiral (Gritty/Gritty)

Default Era: Any

The Bond: Asylum Escapees

Synopsis: The investigators, madmen though they may be, are the only possible saviors of the world.

Details: The investigators have battled the Mythos before and have recently felt an uneasiness that has compelled them to escape the mental institute that has housed them for years. Together, they manage to free themselves and make their way into the city, stealing clothing, supplies, and whatnot (see Keeper Notes). The Keeper then sets them towards dealing with whatever darkness or demons

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CRAFTING MYTHOS TALES

the investigators may have. Checking on their various mental issues can really help determine the direction that the investigators take. To keep things interesting, despite all of these delusions, one (or more) of the investigators actually is receiving a true signal and is tuned in to the frequency of madness. The kicker is that no one actually knows who is receiving the true signal. This can change either from adventure to adventure or in whatever fashion the Keeper deems is the most confusing.

Keeper Notes: Investigators may spend their “money” at character creation. This represents items that they have managed to steal, “find”, and otherwise procure before the game begins. No more than 10% of their starting wealth may be in cold, hard cash. Narrative should be interwoven during this whole purchase process, after which the Keeper is free to direct the investigators (in this case, escapees), in any manner he wishes, either through visions, compulsions, or by other mundane methods.

Notes are especially appropriate for handling these visions. During the course of the game and campaign, the Keeper can randomly determine who the “receiver” is. However, preparation is essential in detailing out not only the real adventure, but how to integrate the false paths that some escapees may wish to take. The false paths could even, in fact, be lesser truths that aid in dealing with the bigger picture.

While this particular campaign framework may seem a bit maddening, it allows ample opportunities for exciting roleplay, especially among the players who are trying to sort things out both in game and out.

Special Rules: Each investigator must take at least 1 die type of Knowledge (Mythos) and may take more, suffering the normal gain in Corruption and the corresponding permanent Sanity loss. Each investigator must roll one time on the Mental Disorder Table as well to determine what they’ve been undergoing treatment for. Additionally, the investigators gain Flexible Thinker (or Improved Flexible Thinker if they already have the first Edge). To offset this, each investigator also begins with Poverty or Wanted. These do not count against the number of Hindrances and Edges they may normally take during character creation.

In this section, we’re going to give you a lot of grist for the mill and frameworks whereby you can shape the vision you have in mind for your interpretation of *Realms of Cthulhu*. Don’t worry. There is no wrong way to handle things. As long as you and your investigators are having fun, you’re doing the right thing. Remember, no matter what you read in these pages, you’re the Keeper, the final arbiter of your game. If you’re new to horror gaming, read the next section carefully. The rest of you should not, in your hubris, skip it either, but we all know how valuable time is, given how the world is decaying and slipping ever further into the dark arms of entropy...

WHAT AM I DOING HERE?

Being a Keeper is both challenging and exhilarating and allows you to do exactly what your title indicates: you are the Keeper of Forbidden Lore.



REALMS OF CTHULHU

LIMITING RESOURCES

Two great ways of ratcheting up suspense are to limit resources and isolate the investigators. Limiting doesn't necessarily mean restricting resources, but plan encounters or scenes whereby the investigators deplete resources so they are not available later on. This increases the tension by giving the players something to worry about. For example, if the investigators are in the catacombs of France being hunted by Ghouls, and they only have two bullets remaining between them, and they know there are three Ghouls still on their heels....well, you do the math. Make an effort to exhaust resources, but not always. If the investigators are well prepared, they deserve the rewards of their planning and foresight.

But it goes much deeper than that. You get to create and share a story with your friends of which the outcome is uncertain.

Each setting has its own expectations and atmosphere, and the likely success or failure of your campaign can largely be determined by how you run the game. Competence breeds confidence, so learn what you need to learn, be as prepared as you can be, and when all else fails, don't be afraid to wing it.

ELEMENTS OF HORROR

We're going to get you up to speed on horror conventions first off, and then we're going to hit you with a whole list of Campaign Styles and Factors, so you can sort out what works best for you, your dark vision, and your gaming buddies. Don't try to soak it all in at once. Just roll through everything, find a point that interests you, and work from there.

If you're a seasoned Keeper, you're probably ready for me to quit rambling and get to the good stuff. Let's do it.

TRADITIONAL HORROR

Dark doorways, blood curdling screams, shuffling footsteps, the wind raking against the window (that was the wind, wasn't it?), creaky stairs, lecherous laughter, monastic chanting, lonely moors, a chill night, fog looming in the headlights, shambling corpses, ritual sacrifice, nails upon chalkboards, an empty coffin, and strange, fetal things floating in murky, yellow liquid the color of decay trapped in a dusty, cracked jar with a moldering lid, with an illegible scribble upon the peeling label that lets you know someone took the loving care to identify it once upon a time, but now that time is gone, and all time is slipping away, as from the corner of your eyes, you think you saw something move, but it was most certainly an illusion. All these words are elements of horror, and spin out an atmosphere that lulls you in with quietude and familiarity, before sending a sublime shiver up your spine.

LOVECRAFTIAN HORROR

A thin veneer of reality coats everything like a visceral, ancient slime. To know is to become lost in the abyss of one's self, but to not know is to find oneself powerless altogether. The center cannot hold. There is no happy balance. Dark, imminent surrender trapped in an atavistic, cephalopod's kiss. The gods laugh, for they are not kind gods, and dreams surround dreams, and the master is the master's servant, and the cult's killing caress waits, and the secrets within books call. These secrets violate the truth with their greater truths and leave the madman smiling from the corner of his cell, twisting with his impotent omniscience. These are the elements that Lovecraft culled from his own literary influences and made his own; these are the unique takes of psychological horror that are essential to a Mythos tale.

SUSPENSE

One of the most important elements of a Mythos Tale is suspense, and used properly, it ratchets up the intensity of the narrative. Will the brooding horror find our investigators before they get out of the ruined house? Will the cultists complete their ritual before the investigators can stop them? With little exception, the investigators are the underdogs, rarely superior to their adversaries. This fact, in and of itself, automatically creates a base level of ten-

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sion since most players with any familiarity with the Mythos are aware of the inherent dangers. For the Keeper, this is a good thing, but let's examine the inherent question closely; how do you best maintain and handle suspense during the course of an adventure or campaign?

GIVE THEM SOMETHING TO WORRY ABOUT

Ideally, this should tie into the main storyline, but as the campaign evolves, that is not always necessary. Investigators develop attachments to their supporting staff, their lives beyond the mysteries, and these become things that the investigator can worry about. What if the investigators are asking after a cult, and then one of their loved ones receives a bottle of wine the next day on their doorstep? On a simpler level, investigators could leave their cozy bedroom to find a trail of seaweed and brackish water leading down the hallway and out the bathroom window.

GIVE THEM STRONG MOTIVATIONS

In other words, make the adventure personal by tailoring it to the specific investigators and their particular foibles. Starting out, look over their backstories and defining interests. Find out a bit about what makes them tick, and this can better inform your adventure. If you have a large sized group, depending upon their bond, this can sometimes be difficult, so vary the focus of the hook from one adventure to the next, or one part to another to give everyone a bit of spotlight time so they become fully invested in the storyline. While the grandiosity of “the world is going to end” is easy enough to throw out there, it loses its resonance over time. By making the motivations and reasons intimate and personal, you really grab the investigator’s attention. For example, if the investigators manage to locate the Lost Scroll of Leng for Miskatonic University, they will be rewarded with an hour’s worth of access to the restricted book section each week.

GIVE THEM STRONG ANTAGONISTS

Simply put, the investigators shine brighter the darker it is around them. If they are up against villains who are logical, rational and superior to them, the investigators know that any misstep can cost them dearly. While the investigators may never fully understand all the backstory of the antagonist, they can sometimes piece things together after the

ISOLATING INVESTIGATORS

Isolating the investigators, in general, is a far more effective course of action and easier to maintain for the duration of an adventure, which helps escalate the feeling of suspense. Investigators are typically a lonely lot. They band together with others of their kind for knowledge and protection, and quest after more knowledge to keep the world at large from learning a greater truth. They regularly encounter creatures and see things that would drive lesser men mad, and do so in silence, for the secret knowledge is the most dangerous thing of all.

Even in the middle of a busy marketplace, bustling street or mall, the investigators are already isolated, and their knowledge of the secret coterie of cultists and other folk milling about with their own hidden agendas should encourage an air of distrust and suspense without you even lifting a finger. The world is not one of sunshine and daffodils, but of blood and bile and lost dreams and broken nightmare that are permeating every fiber of being and could swallow the world whole if it really wanted, but instead only toys with it, gorging upon the sorrow and discontent it has sown so completely.

Don’t forget you can further isolate investigators simply through events and locales. A snowstorm, a hurricane, or a flash flood at the right moment can turn a cozy neighborhood into a playground for nightmarish pursuits. Remember, isolation creates suspense and generally aids in logically limiting resources (if you’re stuck on a rocky crag of an island, the odds are good there is not an ammunition store on it; if there is, that’s a puzzle in and of itself).



fact, adding gravitas to the narrative. A rounded out villain also aids in developing the storyline and providing elements for clues.

KEEP RAISING THE STAKES

While some things should be easily overcome or avoided early on in the course of the adventure, they should become more difficult and unavoidable as the scenario progresses. A successful Mythos Tale is a combination of small triumphs and big reversals. Loss is very much a part of things, so consideration must be made as to the anticipated investigators' physical and mental well-being at any particular point of your adventure. As the Keeper, it is your responsibility to remind them of the dangers of venturing out ill-prepared, wounded, or mentally unstable. Aside from that, provide them with escalating challenges to fully engage them.

WIND UP THE TICKING CLOCK

While your adventure may begin at a leisurely enough pace, over the course of your game it is essential for you to increase the momentum and

provide some sort of obvious reveal whereby the investigators know that they are approaching the point of no return, the zero hour. This creates a riveting experience and actually increases the focus of your gaming group, and in turn, your own.

Using these elements can ultimately provide a solid foundation for the house of horror that you will build upon it. As you progress as a Keeper, you will find the right balance of what works for you and your gang.

WHAT ABOUT MONSTERS?

Generally, in graphic novels, books, and movies, monsters are generally kept out of scenes, only being alluded to indirectly. This is especially true in Mythos Tales. The protagonists discover clues, unravel mysteries, and only as the bodies are beginning to pile up do they actually realize what is going on. Recent movies, however, reflect the modern sensibility that this is old hat. We've seen things like that. We've read things like that. In other words, we've been there and done that. Today's audience

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demands a bit more out of their entertainment and you're no exception. Neither are your players; they will have a level of expectation that is your responsibility to meet. Therein lies the Keeper's dilemma. What to do? You have two fundamental choices to make—to either make your Mythos Tale in keeping with a traditional investigative approach, or to diverge and interject more action. This all depends upon the style of game you've opted to play, as you can play it as traditional or cinematic as you desire, and mix up elements of both to create a healthy blend of action, intrigue, and exploration.

The traditionalists in your group will certainly crave the investigative aspects of the game, and as Keeper, you can handle these elements with ease. Defining interests, broad-based skills and Edges ensure that the rules exist to help rather than hinder. What your focus will be in this style of play is how best to keep the real monsters of your adventure firmly in the shadows: allude to them, have tantalizing hints and evidence of their misdeeds until the final reveal. Perhaps let them glimpse something early on through a dirty window or a foggy night sky, build up the story tension with some minor threats, and then have the climatic final confrontation where they learn not only that the horror is real, but that they must somehow contend with it. It's important to note that a well crafted Mythos Tale is usually thematic in nature. The cohesiveness of the adventure usually revolves around a particular creature or cult, and everything else is like layers of an onion around this central focus, this lynchpin. It is the investigators' responsibility to peel this onion however they like until they eventually wind up dealing directly with the threat. The traditional structure survives for a reason, providing a suspenseful framework for adventure that is tried and true.

However, if you wish to throw your players off a bit, then don't keep them guessing about when something is going to happen. Present them with some sort of tangible threat early on to get their blood pumping and to get them engaged. If nothing else, a good fight scene early on does wonders for morale and definitely lets them know you're approaching the Mythos with a modern sensibility, regardless of the era you opt to play in. Just be certain to make the confrontation relevant to the adventure and something that the investigators can handle. You want to shake them up a bit, not

drive them mad or kill them off before things get going. A minor, yet memorable threat will keep the investigators guessing as to what really lies below the surface of the mystery. Don't forget, mankind can be just as monstrous as anything else the investigators encounter, if not more so...

NOVEL APPROACHES

Every good story has a beginning, middle, and end, and your adventures should be no exception. Think back to the most satisfying games you've played and your favorite movies. After you get past the glitz and the glamour, you should find a compelling, intrinsically logical, underlying story. If you are flipping through this book and come away with nothing else, please remember the following: every good adventure needs to not only have a beginning, middle, and end, but the story must hang together well and have an intrinsic logic. Note: when we say intrinsic logic, we do not mean that fanciful elements are not included; in fact, they are part and

GETTING AROUND

Generally, the investigators should be able to get where they're going if you want the narrative to proceed, so you shouldn't put too many obstacles in their way when it comes to travel unless it's essential to your adventure, such as their vehicle breaking down along Old Manor Road just as Farmer Jones comes running out of the woods on fire and screaming.

If you set your adventures in far away places, they should either have sponsors, resources, connections, or favors to call in to get them where they need to go, otherwise you're setting everyone up (including yourself) for failure.

Ultimately, as in most good horror tales, getting to where the scary stuff happens is usually not an issue. It's the getting back out again.

REALMS OF CTHULHU

parcel of a Mythos experience. But the elements must work together in a fashion that is eventually evident to your players, even if mind-shatteringly so.

Harbinger Lee lusted for wealth and power, and in his quest for such, turned from a quiet accountant into a dark priest of Nyogtha. He made a pact to one day surrender that which he loved most dearly, and subsequently accumulated great wealth. Five years later, the pact forgotten, Lee's wife, Jessica, is taken away in the night by Ghouls. Lee awoke to see them carrying her off, and in his rage pulled a gun, shot at them and missed, instead killing her. Grief-stricken, he committed suicide. The Ghouls drug her body away into the forest and down into the Underground to their master. The investigators hear about the strange case of murder-suicide and are drawn into the mystery.

Do you recall when we discussed expectations earlier? You have to remember, however, that if the investigators never have any possibility of discovering your well thought out logic for these things, you're better off not wasting your time coming up

with it in the first place. These elements shouldn't have to be explained after the game, they should be revealed during the game to advance the narrative and unveil more of your dark vision. In our Faustian pact, things should be discovered during the course of the investigation. For example, all of Lee's blood is missing, every last drop. (Nyogtha called it into its essence.) Jessica, however, left a broad blood trail to a cave entrance where it abruptly ends. Odd occult books are alphabetized in his study, alongside more mundane books discussing business practices. A trunk in the attic contains robes, candles, a dagger, and the diary of Lee's dark deeds and the ritual of Contacting Nyogtha. Certainly, you can see where this story is going, and fill in the remaining blanks for yourself. Intrigue and revelations, interspersed with action and new intrigues are part and parcel of a good Mythos Tale, and the players themselves should be driven by a desire to find out what happens next, even if this is a high stakes game they are playing.

RANDOM THINGS HAPPEN

One famous novelist once wrote something to the effect that whenever he got his main character stuck in a book and didn't know what happened next, he'd have somebody come in shooting, and then he'd have to figure out why that guy chose that door to kick in, or why he was gunning for the hero. Essentially, this author developed a technique that can be (and is) put to good use by many Keepers: keep the story moving. Don't be afraid to throw something random into the mix and figure out why it or they are involved in the story between missions or sessions. Listen to your players. Often their idle speculation and conjecture can create the glue that was eluding you to begin with, and you can introduce that into the mix in a future session. Letting players think they are ahead of you is a surefire way to keep them coming back to your table, and it also lulls them into a false sense of security. Sure, key off them from time to time, but don't overdo it or they will, in fact, catch on to you, and then you're really in trouble. The introduction of random events reinforces verisimilitude, the illusion of reality, and allows you to liberally intersperse red herrings and facts with no one the wiser, which brings us to our next topic.



RED HERRINGS AND FACTS

Today, there is much ado about railroading characters versus allowing them a sandbox experience. Happiness lies somewhere in the middle. No one wants to be forced to follow a linear path. Gaming is about escapism, and too many of us already have to follow a set routine in our day to day lives. Let's face it; a sandbox doesn't have much point to it, does it? To the sandboxists out there, we admit that playing in certain sandboxes can be fun and fascinating, but at the end of the day, we crave a story and direction. We want to find out what happens next.

Where does this golden middle ground lie? For the sake of discussion, let's call it a framework environment, something that provides you with plenty of potential for conflict and intrigue, and gives you plenty of story seeds you can introduce on your own. *Realms of Cthulhu*, at its basic level, does lend itself quite well to a linear experience. The investigators are drawn into a mystery, and must go through the requisite steps to solve it. However, the trick is to provide the investigators with opportunities to discover things at their own pace and discretion.

Enter the framework environment wherein you have your set pieces, certain events that need to take place no matter what, and these are the lynchpins uniting your entire story. For the purposes of this conversation, set pieces include revelations, the discovery of information or evidence that progresses the plotline. This framework allows the investigators the opportunity to explore the storyline, but does not lock them into one particular path. For example, the players can visit Mister Harkness, the local antiquarian, before they choose to pay a visit to Farmer Brown or the rundown chapel at the edge of town.

When elements don't directly impact the course of an adventure, be generous. Does it matter that much if the characters take a jet or a private helicopter to the island? If it doesn't, then let them. If your story requires they meet Mr. Hensley on the plane, then tell them there are no choppers available. By saying yes to your players more often than not, you'll get a fine reputation as an amiable gamer, plus they'll be more willing to have their investigators trust you, which is what you want.

As the Keeper, your primary responsibility is to be the eyes and ears of the investigators. You describe what they see and hear (along with the other sense which we'll address shortly). As such, you have the power to intone and direct their attentions to certain things. Sometimes you want this to be quite obvious such as "you are certain this is the necklace Ms. Scrimshaw was wearing when she disappeared". Sometimes you want to provide a leading question "Now how could this necklace possibly be in the basement when it was locked and there is no other way out of here?" Finally, you want to include a red herring or reduce the importance of a key clue..."the basement is dank and cold and smells vaguely of ammonia...the light bulb is burned out, but your flashlight reveals amidst the cobwebs and the half-fastened, rusted shelving, a necklace that must've been there for months, a shovel leaning against the door jamb with fresh dirt, and a spiral bound notebook that looks like it was recently used, as it is not covered with the dust that lays heavy upon everything else..." Which clue is true? I leave that choice to you.

You must be cautioned, however, to not let the story become entirely derailed. Funny, isn't it, how many gamers don't like being railroaded, but hate a game session being derailed even more? To keep your story on track, it is often essential that the characters find certain clues, or at least the information the clues would give them, somehow or other.

If your whole adventure hinges upon them finding the Diary of Alice Young, try to seemingly blend it into the storyline. (If something is this crucial, however, you need to revisit your story outline and see about having it provided to them early on in their investigation.) Did they miss the diary in the first scene? Well, have the cultist they just killed fumble it out of her pocket as she collapses. How did she get it? What is it? These just add to the web of intrigue you're trying to spin.

Alternately, you can have a member of the supporting cast contact them with the missing item, but do so judiciously. If you continuously give them the clues they need, the players will eventually feel that they are just going through the motions, and despite everything to the contrary, the choices made by the players should always make a difference.

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CHOICES MAKE A DIFFERENCE

Heroes are the puppets on the stage with their strings being pulled by the players. You're the stage manager, the Keeper, and while you may direct, admonish, admire, and cajole their efforts, you should not be touching those strings, at least not where they can see you. Rolling behind the screen and fudging numbers here and there in their favor is a longstanding tradition among gamers, but the big choices, the critical choices, should always fall squarely on the players' shoulders. If they opt to do something you find utterly foolhardy, ridiculous, or potentially lethal, let them give it their best shot. Bennies exist for a reason. Times do arise that have nothing to do with die rolls, but entirely with the roleplaying experience, and let's face it, sometimes

TIPS FOR THE KEEPER

As already outlined, there are several different approaches to running a game of *Realms of Cthulhu*. The following are some things for Keepers to bear in mind.

AWARDING XP

Typically in *Savage Worlds* characters can earn up to three XP from any given session. In RoC, surviving the adventure is a big deal, but awarding additional XP can be unbalancing, so remember that recovering Sanity can also be a valuable reward.

AWARDING BENNIES

Regardless of play style, bennies should be more precious than gold and rarely awarded. A good time to award them is when a particularly nasty creature has been defeated, or when an evil has been overcome. This reflects the investigators' elevated spirits. If this comes towards the end of the session, you can allow them to cash it out for 1 XP instead.

those decisions are just plain wrong. If the investigators are warned of the dangers of a certain cave system, but must explore it to seek out some clues, and you've got a headstrong player who revels in random acts of violence, you're not responsible if he goes barreling into a crypt full of Ghouls. Certainly, you've set the stage, but you've gone so far as to explicitly caution the entire group. It's up to himself and his fellow investigators to keep him alive and on point. Horror is unforgiving, Lovecraftian horror most of all.

NIGHTMARE RECIPES

The elements of a good adventure have been discussed above, but now we're going to give a nice punch list to keep you on track and enable you to ensure it's solid enough to withstand your players beating on it a bit. If your eyes haven't been opened, they are about to be. Crafting an adventure can be a bit formulaic, but, like a recipe, you don't have to include everything here, although certain ingredients are critical. Combine the necessary ones and season to taste. Just as two chefs can share the same recipe, their execution often varies, so take care and master your craft.

Now keeping everything else we've gone over in mind, let's create a Mythos Tale.

The three key components of any Mythos Tale are: an action, a location, and a plot complication. This is a story line at the most basic level, but you'll soon find that is enough to weave an intriguing adventure guaranteed to challenge any investigator. Let's run through a practical example to give you an idea of what we're talking about.

First off, the investigators will be typically drawn into some sort of intrigue, so an action could be to conduct an investigation of some thing, or less commonly, some one, such as check out the old Drake Manor, or see what Kylie Johnson has been up to the last few days. Let's say the tale is one of exploration of an old manor. Next, the investigators need a location. Let's say they have to go to the rural outskirts of a neighboring town. So far, no complication is involved; the travel to the local town is just providing our tale context. For the plot complication, let's say there is a moral dilemma, the investigators cannot get permission to explore the manor, and they discover a stubborn ground-

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keeper, complete with trusty shotgun. Do they knock him out? Do they tie him up? Do they abandon their investigation? This plot complication just created conflict. The investigators cannot get on the property without violating the law and engaging the groundskeeper physically, but the rumors about the manor lead them to believe the entire town is at risk.

Putting this all together (and embellishing a bit) we get the following: the investigators read an article about a manor in the neighboring town, a story of how the occupants have gone mad every ten years, just after the meteor shower known as the Pemberton Lights. The investigators learn that the reporter who filed the story never returned to the newspaper, and when they finally locate the house, they encounter the hostile groundskeeper with his equally hostile guard dog. Exploring the grounds reveals a fresh gravesite near an ancient family cemetery. The meteor shower actually masks the presence of a Mi-Go that visits the manor every ten years to collect its due.

By adding in a few more odds and ends, and personalizing the storyline to suit your particular assortment of investigators, you are well on your way to creating your own entertaining Mythos Tales.

USING CORRUPTION

Corruption is typically gained when an investigator learns Knowledge (Mythos). For the most part, it serves as a direct cap to an investigator's Sanity, but it can also be put to use in different ways by a wily Keeper.

Depending upon the campaign framework you've established, corruption can be a tool for many other things. If you want to keep investigators on the straight and narrow, you can have heinous acts, such as blood sacrifices, acts of great betrayal, and murder cause them to gain corruption. Directly affecting the investigators' maximum Sanity in this way is pretty harsh, but it should give a player pause before having their character carry out any of the proscribed actions!

No more than a point of corruption should be typically awarded per session, unless your investigators are getting severely out of hand!

REDEMPTION

By the same token, if you award Corruption for things beyond Knowledge (Mythos), you should, in turn, allow them to redeem themselves through great acts of redemption, such as saving innocents and so on. In no case can their Corruption ever go below the amount they have collected through gaining Knowledge (Mythos). In other words, if you are sitting at Knowledge (Mythos) d6, no amount of heroic deeds can cause your corruption to go below a 2.

On its surface then, corruption is a great way for players to quickly see what their maximum Sanity is. Corruption is a useful tool for the Keeper in several—more story-driven—ways.

It's easy to use the investigators' corruption scores to determine who has the darkest heart in the party, and who has remained more or less untainted. This has practical in-game benefits for you, the Keeper. You can have events, dreams, and so on go to the individuals the most or least tainted, as the case may be. You can have relics and items that only work if an individual has a certain amount of corruption (or must, in fact, be tainted), and even have items that only work for the pure of heart (so very, very rare.) Some items may activate if there is a certain amount of corruption in the area, like 5 or more, or certain creatures may focus their energies on corrupting the darkest hearts or the brightest soul. Using corruption as a trigger in this way should be carefully controlled, however, as your well thought out adventure may fall apart if the investigators' corruption scores change during play.

The higher a character's corruption, the easier he or she is to manipulate by the servants of darkness. Corruption can therefore be used as a negative modifier to all of a character's actions while he or she is under the thrall of an enemy power. So, if a Yithian psychically attempted to dominate an investigator with corruption 2, all actions that character undertook would suffer a -2 penalty while the poor soul wrestled with the being for the power of self-control. Using corruption in this way avoids simply telling players how their characters must act, instead penalizing them for attempting acts they choose instead.



MATTERS OF MAGIC

In this section we examine books, magic and its use in play, and how to add the glimmering dark gifts of the gods to cultists and creatures alike.

SECRET KNOWLEDGE

The tomes and manuscripts of Mythos lore are many and sundry, and are the attempts of humanity to codify their experiences and trafficking with the various alien entities populating the cosmos. These works often include rituals and recipes, or recorded attempts to break down the dimensional walls to restore these dark gods and their progeny to the world. For the investigator, however, these books may also contain hope in the form of fragments, clues, and even outright directions detailing how to defeat, dispel, and seal away certain of these cosmic threats. This secret knowledge can be found nowhere else save between the often moldering covers of ancient books. The slippery slope for the investigator is obvious. To learn these secrets requires them to continually expand their awareness of the true cosmological insignificance of man, and exposes them to the ever increasing threat of surrendering to madness and becoming thralls of the very evils they are trying to eliminate.

RECOGNIZING MYTHOS BOOKS

An investigator may recognize a Mythos book by skimming through a few pages and making a successful Knowledge (Mythos) roll.

READING MYTHOS BOOKS

Despite the obvious dangers, investigators may well decide to study one of these ancient works to expand their knowledge. If the language is known

by the investigator, they simply spend a d4 days reading it. (The time is doubled if the work is only read part of the time.) However, an investigator suffering from either wounds or madness (or both) is not in a sufficient state of mind to focus on such cumbersome and chaotic materials. They must be sound both physically and mentally to undergo such studies. When the book is completed, the investigator's Knowledge (Mythos) increases a die type and they lose 1 point of Sanity permanently. Once a book is fully read, the investigator may then opt to study the spells contained therein (should they so desire). Learning magic is detailed fully in the Magic section.

SIMILAR EDITIONS

Investigators may gain no Knowledge (Mythos) from any book sharing the same title they've read, nor will they suffer a Sanity loss by reading it. The book, however, may be used as an additional reference and the investigator may study any spells contained therein. Certain exceptions exist, as listed in Other Editions later on in this section.

SKIMMING BOOKS

An investigator with Knowledge (Mythos) may skim a Mythos book in a d4 hours. This increases their Knowledge (Mythos) by +1 and lets them know what spells the book contains. An investigator may read a book they have skimmed to add another +1 to their Knowledge (Mythos) and gain access to the book's spell lore. As mentioned elsewhere, any time an investigator increases their Knowledge (Mythos) to a +2 bonus, the skill instead converts to the next highest die type and the investigator loses a point of Sanity and gains a point of Corruption as usual.

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Example: Amanda Locke possesses Knowledge (Mythos) d6+1 and opts to skim through the Cthulhu Primer. This would increase her bonus to a +2, so it instead becomes a d8.

OTHER EDITIONS

If the original of a work known before only in translation is found, investigators may glean additional information by studying it, but it is hard won. Skimming gives them no new Knowledge (Mythos), but can give them an overview of the book's contents, providing the investigator can read the language of the work. A thorough reading increases an investigator's Knowledge (Mythos) by +1. The Keeper chooses the book's original language as well as its title. Additionally, the book may contain spells and rituals that were omitted accidentally or were intentionally left out of later editions by the translator(s).

MYTHOS TOMES

Books dealing with the Mythos are generally written by madmen and scholars, and frequently are hand written with notes decorating the margins. The generous uses of abbreviation and annotation often abound throughout the text. These tomes have a long history of being used as workbooks by cultists, scientists, criminals, and the insane. Finding such books bloodstained, water damaged, dog-eared and having pages illegible by mistreatment and time, or worse yet, torn or missing altogether is quite common.

Even those works preserved by libraries or found in private collections have frequently suffered such cruel fates.

One might think the rise of movable type would make Mythos works more common. On the contrary, few printers would consent to print such blasphemy, and even when they did, the editions were printed in small numbers, and most copies were destroyed over the ages by those fearful of heretical works. Surviving copies of any properly printed work is generally no better off than a handwritten, hand bound manuscript, and may sometimes suffer from omissions by pious printers and errors caused by lazy typesetters.

MYSTIC CIPHERS

Some books are not written in the Roman alphabet, but instead use ciphers. Depending upon the age, many of the mysteries discussed in the books were heretical and alarming, and always highly prized by its possessor. To decipher such a script requires a successful Knowledge (Occult) roll. Alternately, a Linguist can break the code by getting a raise on a Smarts roll. Books so encoded have a Mystic Cipher modifier that represents the difficulty of the code. Attempts to break the code may be made once per week. Once the code is broken, the book can be read by anyone with access to the key. The time required to skim or read an encoded book is doubled.

THE CHALLENGE OF TRANSLATION

Any investigator who knows the language of a book may take the time to translate it into any other language they know. This takes a d4 weeks and requires a successful Smarts or Knowledge (Mythos) roll, whichever is lower. (The time is doubled if the work is only translated part of the time.) Success indicates an accurate translation with the Arcane Lore modifier, and all spells are intact. Failure indicates an adequate translation, but the Arcane Lore modifier is reduced by 1. Critical failure means the book is a botched translation, imparting no knowledge whatsoever.

THE REFERENCE VALUE OF MYTHOS BOOKS

Investigators may accumulate books of the Mythos over the course of their careers and seek comfort and Mythos knowledge within their pages. Should they wish to refer to the materials, they may make an Investigation roll, adding +1 for each book beyond the first in their library that they decide to use as a resource.

The investigator needs to have a specific question in mind when initiating their research. With a success, the investigator can only locate vague information of little real use, one raise gives them general information, and two or more raises give them a specific bit of beneficial knowledge. This research takes 3 hours plus an additional hour for every book pored over in finding the answer.

Example: Amanda Locke has three Mythos books and decides to do a bit of research about Mi-Go. She has Investigation d8 and pores over the books. She gets

a 6 on her skill roll and adds +2 for the books, giving her a success and a raise. She learns that the Mi-Go are also known as the fungi from Yuggoth, and are an intelligent, interstellar race. In total, this research takes her six hours.

THE REFERENCE VALUE OF NON-MYTHOS BOOKS

Investigators may well find other books during their explorations. The Keeper can define the topics with which they would aid an investigator. Such topics could range from astronomy to zoology. These books do not increase any skills, but serve as aids in the use of the Investigation skill.

LEARNING SPELLS

Some books contain spell lore intermingled in the contents of the book. An investigator may study this information to learn spells. Books that contain this knowledge are identified with an Arcane Lore entry and a plus or minus following to indicate how easy it is to learn a spell from the book in question. Learning a spell from a book requires a d4 weeks and a successful Smarts roll modified by the book's Arcane Lore. Failure indicates the investigator must spend an additional d4 weeks in study before making another attempt.

EMPOWERED INVESTIGATORS

An investigator possessing the knowledge of a spell may teach it to other investigators who possess Knowledge (Mythos). The student may attempt a Smarts roll at the end of each week. Success indicates they learn the spell in question. Only one spell may be learned at a time.

BOOKS OF THE MYTHOS

The information of the existence of these books falls under Common Knowledge among bibliophiles, historians, and others involved in the book trade. Other versions and translations of these books may certainly well exist, but these are the premier works of the Mythos. Other lesser, unknown volumes may be in private collections and have yet to surface, as may notebooks, diaries,

and letters locked away in trunks and in moldering boxes in the attics of madmen. What specific spells any given book contains is at the discretion of the Keeper. The Arcane Lore modifier indicates the bonus in learning the spell, not to its casting.

THE NECRONOMICON (5 VERSIONS)

AL AZIF

Among the most ancient of the Mythos works, the original form is unknown, but numerous manuscript versions were long circulated among the medieval scholars. This version has been thought to be lost since the 12th century and is of great value to scholar and collector alike.

Author: Abd al-Azrad

Language: Arabic

Year: c. 730 A.D.

Arcane Lore: +2

NECRONOMICON

Early hand-written copies are unknown, but an Italian mass printing in 1501 in a folio-sized edition was collected, and all copies are thought to be destroyed, with the last copy burned in Salem in 1692.

Translator: Theodoras Philetas

Language: Greek

Year: 950 A.D.

Arcane Lore: +2

NECRONOMICON

First circulated in manuscript form and then printed in Germany (late 15th century) as a black-letter folio. A second, nearly identical edition was published in Spain in the early 17th century. One copy of the former edition and four copies of the latter are known to exist.

Translator: Olaus Wormius

Language: Latin

Year: 1228 A.D.

Arcane Lore: +2

NECRONOMICON

An accurate, but expurgated version of the Greek translation, this book was never printed, but appears in bound manuscript form only. Three nearly complete copies of this edition are known to exist.

REALMS OF CTHULHU



Translator: Dr. John Dee
Language: English
Year: 1586
Arcane Lore: +1

THE SUSSEX MANUSCRIPT

A muddled, incomplete translation of the Latin Necronomicon printed in Sussex. It is properly known as the Cultus Maleficarum.

Translator: Baron Frederic
Language: English
Year: 1597
Arcane Lore: -1

NAMELESS CULTS (2 VERSIONS)

UNAUSPRECHLICHEN KULTEN

A German-printed quarto, this volume has long been referred to as the Black Book. Six copies are known to be held by major libraries in Europe and America.

Author: Friedrich Wilhelm von Juntz

Language: German
Year: 1839
Arcane Lore: +1

NAMELESS CULTS

An unauthorized translation published by Bridewell of England in a fine octavo edition. Complete, but flawed. At least twenty copies are known to be in public and private collections.

Translator: Unknown
Language: English
Year: 1845
Arcane Lore: +0

THE BOOK OF EIBON (3 VERSIONS)

LIVRE IVONIS

Though the original is said to have been written by Eibon, wizard of Hyperborea, no earlier versions than the Latin have been verified. Never printed, six bound manuscript versions are presently held in library collections.

Translator: Calius Phillipus Faber
Language: Latin
Year: 9th century A.D.
Arcane Lore: -1

LIVRE D'IVON

A bound, hand-written manuscript of which thirteen copies are known to exist.

Translator: Gaspard du Nord
Language: French
Year: c. 13th century
Arcane Lore: -1

BOOK OF EIBON

Eighteen handwritten copies of this flawed translation are known to exist.

Translator: unknown
Language: English
Year: c. 15th century
Arcane Lore: -1

OTHER BOOKS OF LORE

AZATHOTH AND OTHERS

A slim volume of the Arkham-born poet's early verse, this collection was bound in black and published originally in Boston in a print run of 1400.

Author: Edward Derby
Language: English
Year: 1919
Arcane Lore: No spells.

BOOK OF DYZAN

Though its existence has never been verified, this tome is purported to be translations of manuscripts originating in Atlantis.

Translator: unknown
Language: English
Year: unknown
Arcane Lore: -2

CLEAENO FRAGMENTS

A handwritten manuscript of which only one known copy exists, the work was deposited in the Miskatonic Library shortly before the author's mysterious disappearance.

Author: Dr. Laban Shrewbury
Language: English
Year: 1915
Arcane Lore: -1

CTHAAT AQUADINGEN

First versions of this work were originally in Latin, but have apparently been lost. A single manuscript is held by the British Museum. Other copies are rumored to exist, some bound in human skin.

Translator: unknown
Language: English
Year: c. 14th century
Arcane Lore: +0

CTHULHU IN THE NECRONOMICON

Handwritten notes, most likely for an intended book, that were deposited in the Miskatonic Library before the doctor's disappearance.

Author: Dr. Laban Shrewbury
Language: English
Year: 1915
Arcane Lore: -2

CULTES DES GOULES

Immediately denounced by the Church upon its release in France, fourteen copies are known to exist.

Author: Francois-Honore Balfour, Comte d'Erlette
Language: French
Year: 1702
Arcane Lore: -1

DE VERMIIS MYSTERIIS

Published in a folio size in Cologne, Germany. The year it was written, the Church immediately suppressed its release, and only fifteen copies are known to have survived.

Author: Ludwig Prinn
Language: Latin
Year: 1542
Arcane Lore: -1

ELTOWDN SHARDS

A thick brochure published of some translated hieroglyphs found on clay fragments discovered in Southern England. 350 copies exist.

Author: Reverend Arthur Brooke Winters-Hall
Language: English
Year: 1912
Arcane Lore: -1

G'HARNE FRAGMENTS

A scholarly study and translation of carvings found on shards carried out of North Africa by the explorer Windrop. The original printing consisted of less than 1000 copies.

Author: Sir Amery Wendy-Smith
Language: English
Year: 1919
Arcane Lore: -1

THE FINE PRINT

As Keeper, you have final say over what books may or may not benefit any given Investigation roll, and may rule that certain discovered books add no real value. If you wish to add an additional layer of bookkeeping, you may stipulate what particular topics any individual treatise covers.

For example, the investigators may own a book called Yuggoth and Its Environs. As Keeper, you can rule that it is of benefit only when researching Mi-Go and Yuggoth, hence of no value when wishing to research the habits of the Deep Ones.

REALMS OF CTHULHU

THE KING IN YELLOW

The original is in French and purported to have been seized and destroyed by the French government shortly after publication. The English edition is a thick black volume with a large Yellow Sign embossed on the cover that causes Terror when first seen. The work itself is a dreamlike play that opens up the readers to madness and possibility.

Translator: Unknown

Language: English

Year: c. 1895

Arcane Lore: No spells.

Year: 1734

Arcane Lore: -1

PNAKOTIC MANUSCRIPTS

Known only in five bound manuscripts held by major libraries in Europe and America, the author claims the writings to be of prehistoric or pre-human origin.

Author: Unknown

Language: English

Year: c. 15th century

Arcane Lore: -1

REVELATIONS OF GLAAKI

Although handwritten versions of eleven or twelve volumes are rumored to exist, the only verified original edition of the work is a nine-volume set published as a folio. Various versions are held by many major libraries and more are believed to be in private collections.

Author: various authors

Language: English

Year: early 19th century

Arcane Lore: +0

R'LYEH TEXT

Known by reputation only, this work is supposedly a transcription from clay tablets that are accurately detailed on an ancient scroll. English and German translations are rumored to have been smuggled out of Asia.

Author: Unknown

Language: Chinese

Year: c. 300 BC

Arcane Lore: +1

SEVEN CRYPTICAL BOOKS OF HSAN

This tome is said to be contained on seven separate scrolls, each covering a different topic. A translation entitled *Seven Cryptical Books of Earth* is said to have been smuggled out of China, but has never been verified.

Author: Hsan the Greater

Language: Chinese

Year: 2nd century AD

Arcane Lore: +0

TRUE MAGICK

Long known only by rumor, the book is said to be a bound manuscript.

Author: Theophilus Wenn

MATTERS OF MAGIC

Language: English
Year: c. 17th Century
Arcane Lore: -1

THAUMATURGICAL PRODIGIES IN THE NEW ENGLAND CANAAN

Published in two editions, the second in Boston in 1801, both versions are identical, though the latter is the far more common version. It is a primitive American book, simply bound and often found in major libraries and historical societies throughout New England.

Author: Reverend Ward Phillips
Language: English
Year: c. 1788
Arcane Lore: No spells.

ZANTHU TABLETS

Though the exact whereabouts or even existence of the tablets is unknown, the brochure subtitled *A Conjectural Translation* had an original print run of 400. It purportedly translates carvings found on stone tablets drawn up from the Pacific Ocean in a fisherman's net. The author advances the theory that the carvings trace back to the lost continent of Mu.

Author: Professor Harold Hadley Copeland
Language: English
Year: 1916
Arcane Lore: -1

RANDOM BOOKS

While canon books add to the atmosphere of your game, you may well wish to carve out your niche with the introduction of entirely new works. These tables allow the Keeper to quickly create brand new books.

LANGUAGE

d10	Language
1-3	Latin
4	English
5	German
6	French
7	Italian
8	Russian
9	Spanish
10	Unknown/Other

AGE OF ORIGINAL WORK

d4 Period

- 1 Ancient/Classical (6000 BC to 300 AD)
- 2 Middle Ages (4th century to 15th century)
- 3 Early Modern (14th century to 18th century)
- 4 Modern (18th century to present)

ARCANE LORE

d10	Lore
1	-2
2-3	-1
4-7	0
8-9	+1
10	+2

HOW MANY SPELLS IN A BOOK?

A book may hold however many spells the Keeper desires, though those with greater Arcane Lore generally hold more. To randomly determine the number of spells in a book, roll a d4 (this die may ace) and add the Arcane Lore modifier. Results of zero or less indicate the book has no spells.

If the Keeper wants to leave the choice of spells to chance, roll on the following tables:

SPELL TYPE

d6	Type
1-5	Ritual
6	Combat Magic

Details on fleshing out these spell types and using them in play are found in the Magic section.

RITUALS AND MYTHOS SPELLS

d20	Spell
1	Call/Dismiss
2-3	Contact
4-6	Summon/Bind
7-8	Brew Space Mead
9	Create Gate
10	Dread Curse of Azathoth
11	Elder Sign
12-14	Enchant Item
15-16	Powder of Ibn-Ghazi
17	Resurrection
18	Shriveling
19	Voorish Sign
20	Other (roll on the Combat Magic table)

REALMS OF CTHULHU

COMBAT MAGIC

d100	Spell
1-3	Armor
4-5	Barrier
6-9	Beast Friend
10	Blast I
11	Blast II
12	Blast III
13	Bolt I
14	Bolt II
15	Bolt III
16-20	Boost/Lower Trait
21-24	Burrow
25	Burst
26-30	Deflection
31-33	Detect/Conceal Arcana
34-37	Dispel
38-41	Elemental Manipulation
42-45	Entangle
46-50	Environmental Protection
51-54	Fear
55-57	Fly
58-60	Greater Healing
61-64	Healing
65-67	Invisibility
68-70	Light
71-74	Obscure
75-76	Puppet
77-80	Quickness
81-83	Shape Change
84-86	Smite
87-91	Speak Language
92-94	Speed
95-96	Stun
97-98	Telekinesis
99	Teleport
100	Zombie

If a random roll indicates the book has no spells, assume that any pages that formerly contained such arcane secrets were long-since torn out. If a roll on the preceding tables results in a duplicate spell, either reroll the duplicate or treat it as a missing spell and ignore the result.

Magic is incredibly powerful in *Realms of Cthulhu*, and Keepers should ration it carefully to maintain the appropriate level of horror and fantastic elements.

THE GREATER GRIMOIRE

The spells found following are the most likely to be learned by an investigator, and even then, rarely. Sprinkle them as you will through found books, but do so judiciously.

Things to keep in mind:

- ? A book's Arcane Lore modifier represents the difficulty in learning a spell and impacts the Smarts roll to learn the spell only.
- ? Casting a spell does not invoke a Guts check. The successful casting of various spells, however, can trigger a Guts check, such as witnessing the arrival of a successfully summoned Mi-Go.
- ? A one on the skill die, regardless of Wild Die incurs Backlash on the Mythos Backlash table.
- ? Spells which summon or contact any Mythos being do not make the caster immune to the terrors of seeing them, and Guts checks must be made as usual.
- ? Meddling with Mythos magic is often a dangerous proposition by even the most skilled. Trafficking with dark powers can draw the attentions of those to whom time and space are mere human constraints.

MYTHOS BACKLASH

2d6 Backlash

2	Terror. The caster has torn aside the veils between dimensions and sees something horrific just for a moment. Roll a d6 on the Torn Veils table to see what was witnessed.
3	Wound. Mystical energies overwhelm the caster causing a wound.
4-5	Fatigue. The caster suffers a level of Fatigue.
6-8	Shaken plus Fear Check
9-12	Shaken

TORN VEILS

The Keeper may either select a creature of the appropriate rank (d6) or else generate the creature type on the Entity Table following. So, for example, with a roll of a 5, they could witness a Great Old One, with its writhing mass of tentacles, or see Cthulhu stirring in its slumber in sunken R'lyeh. If a particular entity is spotted, it could certainly be a springboard for future adventures, such as if



an investigator inadvertently draws the attention of a Hound of Tindalos across time and space while attempting to create an Elder Sign.

ENTITY TABLE

d6 Entity

- 1 Minor entity (entities) ghostly glimpsed. Guts check or suffer the effects of Fear (with no modifier)
- 2 Minor entity that seems to stare at the caster. Terror: -1, Mental Anguish: 2d4
- 3 Servitor. Terror: -2, Mental Anguish: 2d6
- 4 Elder God: Terror: -3, Mental Anguish: 2d8
- 5 Great Old One. Terror: -4, Mental Anguish: 2d10
- 6 Outer God. Terror: -5, Mental Anguish: 2d12

CASTING SPELLS

To cast a spell, a character uses their Knowledge (Mythos).

A spell normally takes one minute to cast. Every five minutes reduces the casting modifier of any spell by 1. A caster may not reduce the casting

penalty of a spell by more than his Knowledge (Mythos) die type (with the exception of certain spells, such as Call/Dismiss).

Example: Amanda knows Summon/Bind Byakhee. The casting modifier is normally -6. Her Knowledge (Mythos) d4 allows her to spend up to 20 minutes to reduce the casting penalty to a -2.

SUMMON/BIND SERVITOR

Casting Modifier: -6

Range: Special

Duration: Special

Trappings: Special

When the proper ritual is performed and the chanting successfully completed, the servitor appears within 2d6 minutes and, bound, it must obey one order from the caster, after which it is freed and returns from whence it came. This command must be specific and limited in duration. The thing is bound to the caster until it fulfills one command (but a bound thing without a command soon finds a way to leave). The command should not have more than a dozen or so words in it. The caster can also make simple gestures. The trappings required to perform each particular binding follow.

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A separate binding may be cast as a single round action to trap an appropriate entity that is come upon unexpectedly. The caster makes his Knowledge (Mythos) roll opposed by the creature's Spirit. If this is successful, the creature must obey one command from him as previously described.

Example: *Jordan Crescent is entering Dark Harbor and sees a Star Vampire. Though he can Summon/Bind many things, this entity is not one of them. He braces himself and places another incantation upon his lips.*

Summon/Bind Byakhee: A whistle must be blown during the chanting, and even then, the spell is only effective when cast at night when Aldebaran is above the horizon. The Byakhee flies down out of the dark, still icy from space.

Summon/Bind Dark Young: A single blood sacrifice of human size or greater must be offered up during this ritual. A knife is critical to performing the ceremonial cuts upon the victim. This must take place on a moonless night near an old growth forest. Should the summoning be successful, the Dark Young stalks out of the woods.

Summon/Bind Dimensional Shambler: Though this spell may be cast anytime, no chance exists for success without a dagger forged of a singular metal, such as iron. Mixed alloy blades, such as those of steel, are completely ineffectual. The Shambler appears out of thin air.

Summon/Bind Fire Vampire: This summoning must be performed when the star Fomalhaut is above the horizon, before a source of flame, such as a bonfire. A falling star manifests in the night sky and plummets to earth as the Fire Vampire.

Summon/Bind Hunting Horror: A blood sacrifice must be prepared for the Hunting Horror for the spell to be safely cast. The caster need not slaughter the victim himself; the creature seizes it upon arrival. Should no one else be present when the ritual is completed, the horror takes the caster. The summoning must be cast at night in the open air and the Hunting Horror appears through a rent in the very fabric of space.

Summon/Bind Nightgaunt: When summoning a Nightgaunt, a stone emblazoned with the Elder Sign must be present, but the stone itself cannot be star-shaped. This spell can only be cast on a moonless night. The sound of leathery wings is heard moments before the creature arrives.

Summon/Bind Servitor of the Outer Gods: A flute is needed to call forth this servitor. This spell can be cast anywhere, and at any time that is considered unhallowed, such as Midsummer's Eve, May Day, and Hallowe'en. The servitor often arrives amidst a cacophony of piping.

Summon/Bind Star Vampire: The caster needs a book in which the words of the spell are inscribed. The spell must be cast under a cloudless night sky, and an unnatural rustling sound indicates success.

CONTACT SPELLS

Sorcerers use Contact spells to get in touch with intelligent servitors and Independent Races to expand their knowledge base. The caster should have a definite goal in mind. There is a separate Contact spell for each creature. Being in the proper location is essential for many of the various entities.

Casting Modifier: -6

Range: Special

Duration: Special

Trappings: Simple chanting, special location, and possibly other criteria depending upon creature type.

This spell allows the caster to reach his mind out to contact an intelligent alien entity and summon it to his location. If the entity is willing (i.e. the spell is successful), the creature arrives via normal means or in their traditional manner of coming from another plane of existence. Normally, the creature arrives in a d4 hours (this die roll may ace). When the entity arrives, determine its reaction normally. (Due to the alien nature of the Mythos entities, Charisma modifiers do not apply.) Once it arrives, it is free to depart or act in any fashion the Keeper likes, but the summoner is free to state their case and negotiate for what they want. If they have something to offer in exchange, it improves the entity's reaction by one or more categories. Should a deal be struck, the contacted race may set up a simple method of being called by the caster (for ease of play, this should allow the caster to use a Knowledge (Mythos) roll to contact them in the future), though the arrival time should remain at a d4 hours. The Keeper should carefully weigh the impact of the requested information/trade and continued contact with such entities carefully.



Contact Chthonian: The spell must be cast at a location which has known Chthonians, or possibly wherever earthquakes have cracked the surface of the Earth.

Contact Deep One: This must be cast on the ocean's shore and near one of the Deep One's submerged cities. Specially inscribed stones cast into the water aid in the disposition of the Deep One(s) summoned.

Contact Elder Thing: This spell must be chanted while over an oceanic trench, or while near a magical Gate to another world in which the Elder Things are known to dwell. The most likely locations are along the mid-Atlantic ridge or the trenches nearest Antarctica.

Contact Flying Polyp: The caster must chant the spell near one of the rare openings into the underworld where the Polyps dwell.

Contact Formless Spawn: This spell must be cast in a temple of Tsathoggua which still possesses a standing statue to the dark god, or at a spot near the black abyss of N'Kai—evidently somewhere in the western or mid-western United States.

Contact Ghoul: This must be cast on a moonlit night near a graveyard or crypt at least a century old, or at some other site that Ghouls favor.

Contact Hound of Tindalos: This spell may be cast anywhere at any time. The Hounds are extremely dangerous to contact, however.

Contact Mi-Go: The spell must be cast at the base of a high mountain or on the mountain itself, in a range known to be mined by the Mi-Go. Such places include the Appalachians, Andes, Himalayas, and some mountains in Central Africa.

Contact Sand-Dweller: This must be cast in a large desert, such as in the Sahara, the southwestern United States, or in central Australia.

Contact Star-Spawn of Cthulhu: This should be cast while at the ocean shore near a Deep Ones outpost, or near a spot at which Star-Spawn sleep. This spell works well in Polynesia, along the Massachusetts coast, and above R'lyeh.

CALL/DISMISS DEITY

Unlike the other categories of spells, a group or crowd of people can help in the use of Call/Dismiss spells. The caster acts as the focus for the group and must know the spell. Anyone else in the



group knowing the spell can aid in the casting as well. Every 4 extras who know the spell add +1 and each WC who knows the spell adds +1. Beyond that, every 8 extras or 2 WC may add +1 to the roll. The casting time increases by 5 minutes for each +1 modifier to reflect the additional requirement needed to build the magical energies to summon the deity in question.

These spells are extremely dangerous to cast, and the Keeper determines how the being behaves should it be successfully summoned. When a deity arrives on Earth, it usually wants to stay.

Casting Modifier: -36

Range: Special

Duration: Special

Example: Jordan Crescent, High Priest of Cthulhu, wishes to summon his Dark Master. He knows Call/Dismiss Cthulhu and possesses Knowledge (Mythos) d12. After an hour of casting, he may reduce the modifier to -24. His chance of summoning Cthulhu is slim. However, he has his cultists who have been trained in the spell chanting along. Sixteen of them are extras and two of

REALMS OF CTHULHU

BLOOD SACRIFICE

Some spells require blood sacrifice. This is generally regarded to be one living thing (an extra) man-sized or greater. Wild Cards, however, are livelier and may deal themselves a wound or more (to a maximum of three) to fulfill a standard blood sacrifice. Wild Cards that are slain in the course of a ritual count as 3 blood sacrifices towards any ritual's requirement. Certain spells can receive a +1 bonus for each blood sacrifice offered up during their casting at the Keeper's discretion.

Size -2: Three creatures equal one sacrifice. Examples include chickens and large rats.

Size -1: Two creatures equal one sacrifice. Examples include goats and sheep.

While casters can only offset the casting modifiers by their Knowledge (Mythos) die type, blood sacrifice, if allowed, enables them to reduce the casting modifiers to zero. As usual, each +1 modifier requires five minutes (for chanting, sacrifice preparation, and so on).

Example: Ezekiel Weather still wishes to summon Hastur and ventures to his stone \checkmark . He has lured a shepherd and his flock of a dozen sheep to the field under false pretenses, and sacrifices them all. His Casting Modifier is -36, but he can chant for 50 minutes, reducing it to -26 and his enchanted stone \checkmark reduces the penalties to -15. The blood sacrifice of the shepherd (+1) and the sheep (+6) reduces the casting modifier to -8. The total time taken is two hours and ten minutes, and Weathers, who most likely fails again, is sanguine and boarish.



them, his lieutenants, are high priests who know the spell. This adds +6, reducing the penalty to -18. He would need one hundred and forty-four extras to eliminate the remaining penalty. The total casting time would be three hours.

DISMISSING A DEITY

Once summoned, a deity who does not want to leave must be formally dismissed. This is a difficult and tricky proposition as the god does not generally stand idly by while the ritual to dismiss it is performed. The dismissal spell may be cast any time and any place and the casting modifier is -18, half of that required to summon a deity. Success indicates the god returns back from whence it came.

Call/Dismiss Azathoth: This spell must be cast outdoors at night and no special preparations are needed.

Call/Dismiss Cthugha: To summon Cthugha, the caster must move a flame about during the incantation. The size of the flame is irrelevant: a match or a torch serves the same purpose. For any chance of success, the spell must be cast at night in places where Fomalhaut clears the horizon, September to November being the best months for the star in North America.

Call/Dismiss Hastur: The caster must arrange nine enchanted blocks of stone in a V-pattern. The stones can vary in size and shape, but each must be at least nine cubic yards. Typically, the ritual to enchant the stones is included within this spell, and it follows the rules outlined for Enchant Items found elsewhere. The enchanted V adds the bonus of each stone to the spell's success. This spell may only be cast on clear nights when Aldebaran is above the horizon (usually between October and March). Each Byakhee present during the casting of this spell adds +1 to the spell's success.

Example: Ezekiel Weathers seeks to summon Hastur and has created 9 enchanted stones. Seven of the stones are +1 and two are +2. The enchanted \checkmark adds +11 to his chance of summoning Hastur. His Knowledge (Mythos) is d10. If alone, his greatest chance of summoning the Unspeakable One is -15.

Call/Dismiss Ithaqua: The caster must stand on an enormous mound of snow. The spell ordinarily can only be cast in the far North, and then only when it is freezing. Apply Vigor checks for Fatigue as appropriate.

Call/Dismiss Nyogtha: The call can be successfully made only at an entrance to a cavern which eventually connects to the cave where Nyogtha dwells.

Call/Dismiss Shub-Niggurath: To call, a large stone altar must be consecrated to the deity. The altar must be set in a remote dank wood or other wilderness location and the caster must cast the spell from it. The altar is consecrated by bathing it completely in blood. This requires a blood sacrifice of twenty lives. Once consecrated, the altar may be used time and again. Each time Shub-Niggurath is summoned, a blood sacrifice of four lives must be offered up to the god. The altar adds +2 to the summoning attempt, and each Dark Young present adds another +1.

Call/Dismiss Yog-Sothoth: A stone tower of 30' or greater must be erected. The directions to create the tower are generally incorporated into the summoning ritual and follow the Enchant Items spell. Each time the spell is cast, a human sacrifice must be designated for Yog-Sothoth's taking. This need be no more than gesturing towards a nearby village from which Yog-Sothoth selects a victim. The tower must be in an open area, and the spell must be cast under a cloudless sky.

CONTACT DEITY

The spells to contact the dark gods are rarely used, and then generally only by priests of these deities or by great sorcerers, half-mad, hoping to strike deals. Knowing one contact spell does not help in casting another one.

Casting Modifier: -12

Range: Special

Duration: Special

Trappings: Special

When the caster completes the spell, the deity (or its projection) contacts the caster in a semi-friendly manner in a d6 hours (this roll may Ace). Investigators rarely worship such beings, so play the contacted deity carefully. They are unlikely to give investigators good magics or significant knowledge, but are instead more likely to lead them down false trails or dark paths into betrayal and madness. When contact is made, the caster must make a Guts check at -4 or suffer Mental Anguish in the amount of 2d10. Contact with deities is dangerous, horrifying, and potentially damaging to the human mind.

Contact Nodens: This may only be cast from a remote location, such as the edge of a sea-cliff. Nodens contacts the caster when they are alone in an inaccessible place.

Contact Nyarlathotep: This spell may be cast anywhere, but Nyarlathotep appears only at a meeting of worshipers or when new followers of the Outer Gods are initiated.

Contact Cthulhu: Cthulhu responds only in the caster's dreams or nightmares, wherein it informs its followers of its desires.

Contact Tsathoggua: This deity appears often in spirit form as a hazy, translucent projection of its true self. It usually visits the caster when they are alone, and speaks audibly to them.

Contact Y'golonac: This god seeks to convert the summoner to its cause. Should Y'golonac feel the caster is unworthy of being a priest, it devours their body and soul, leaving a bare husk. If Y'golonac finds the caster of particular interest, it possesses one of their close friends or confidantes in its efforts to tempt them into dark service.

STAR LIGHT, STAR BRIGHT

Fomalhaut is commonly called the Lonely Star of Autumn and is the only first-magnitude (brightest) star in the autumn sky of mid-northern latitudes. Fomalhaut is one of Persia's four royal stars where it is known as the Watcher of the North, and is prominent during the Winter Solstice. In Arabic, the word means "the mouth of the fish".

Aldebaran is the brightest star in the constellation of Taurus and is one of the brightest stars in the night-time sky. It is often called the Bull's Eye as it is located in the head of the constellation. In Persia, it is the royal star known as the Watcher of the East and is prominent during the Vernal Equinox. In Arabic, the word means "follower" and refers to how the star follows the Pleiades star cluster across the night sky.

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DISTANCE TABLE		
Casting Modifiers	Trip Distance Light Years/Miles	Mental Anguish
-1	100	2d4
-2	1000	2d6
-3	10,000	2d8
-4	100,000	2d10
-5	1,000,000	2d12
-6	10,000,000	2d12+1

The table may be extended outward as needed.

USING A FOUND GATE

No special spell is required to use an existing Gate. To open a Gate requires a Knowledge (Mythos) roll and may be done as a standard action. Extra time may be spent as normal to reduce the casting modifiers. Once open, a Gate remains open for a d4 minutes, and others may go through it without rolling.

Closing an opened Gate requires a Knowledge (Mythos) roll based upon the power of the Gate and takes an action. Extra time may be spent as normal to reduce the casting modifiers. This does not destroy the Gate, but merely closes an open gate.

Example: Amanda Locke is chasing Jordan Crescent through the woods. Crescent comes to the Dark Pass, a Gate he discovered several years ago, that connects Innsmouth to Charleston (about 985 miles apart). He makes his Knowledge (Mythos) roll at -2 and it opens before him and he rushes through. The Gate flickers invitingly to Amanda (and will do so for a d4 minutes). If she opts to follow him, she need not make a roll to go through, she merely follows headlong into the unknown. Wisely, she declines to enter and instead seeks to close it. Not knowing if Jordan may leap back out at any moment, she hurriedly makes her Knowledge (Mythos) roll at -2 to close the gate. She succeeds. She quickly retreats as she makes a mental note of the Gate's location.

OTHER SPELLS

These spells are those that an investigator may well learn during the course of their adventures or be subjected to at the hands of mystic cultists and dark priests.

BREW SPACE-MEAD

Casting Modifier: Special

Range: Special

Duration: Special

Trappings: Special

This spell includes the recipe for concocting a magical drink. It requires five special ingredients determined by the Keeper and requires at least a week of brewing time. Once these criteria are fulfilled, the caster may then enchant the elixir. The casting modifier is based upon the strength of the desired elixir. A success indicates one dose is made, while a raise indicates two doses were created. Failure indicates the mead is ruined and the whole creation process must begin anew. Each dose of the elixir allows a human to survive one journey through the harsh vacuum and dangers of space. Travel through space must be arranged through the use of another spell, such as Summon/Bind Byakhee. While in space, the investigator is in a state of mental and physical stasis and returns to normal at the journey's end. The strange stasis can impact an investigator's psyche and they must make a Guts check upon awakening based upon the duration of the journey as shown on the Distance Table. Another dose of the elixir is required for a return trip. The mead typically lasts d4 weeks before it becomes useless. Several different space-meads exist, each with the same effect, but require differing special ingredients.

CREATE GATE

Casting Modifier: Special

Range: Special

Duration: Permanent

Trappings: Special

This spell enables the user to step between other lands, places, and worlds. Each Gate connects to a single other location. Creation of a Gate requires the permanent sacrifice of a die type of Spirit. This loss occurs once the spell is successfully cast. The person creating the Gate need never roll to open

or close their own Gate. A Gate may take many forms, common ones being indicated by a pattern of painted lines on a floor or a peculiar formation of stones in a field. Each time a gate is used, the traveler must make a Vigor roll or suffer a level of Fatigue that is regained after an hour's rest. The Distance Table (Miles) is used in all respects, except the Mental Anguish remains a constant 2d6 for all trips, due to the mind-bending effects of sudden transport across space and time. Some Gates require certain words or gestures, or may even change those that pass through them to aid in survival on an alien world. Some Gates may allow transport to multiple destinations. These elements are not found within the bounds of this spell, but may be introduced at the Keeper's discretion.

DREAD CURSE OF AZATHOTH

Casting Modifier: 0

Range: Spirit

Duration: Special

Trappings: Special

By uttering the secret name of Azathoth, one can generate respect in any being conversant with the Mythos, for it indicates that one knows the secret last Syllable. This shifts any reaction one category for the better (even that of outright hostile creatures). The Syllable on its own is of great power and may be directed towards one foe. The speaker makes a Knowledge (Mythos) roll against the target's Spirit. Should he succeed, the target loses a die type in Spirit. A raise indicates two die types. This may be recovered at the rate of one die type per week. Should a result indicate that a target's Spirit is reduced to less than d4, they either go insane (if human) or flee if an animal or Mythos creature.

There is a cost for uttering the name or Syllable. The speaker immediately suffers a level of Fatigue and must make a Guts check or suffer 2d6 Mental Anguish.

Example: *Jordan Crescent, High Priest of Cthulhu, is travelling through the woods and a Byakhee sweeps down to attack him. He utters the secret name of Azathoth at the creature. The creature shifts its nature from hostile to unfriendly and thinks better of attacking the priest. Crescent immediately suffers a level of Fatigue and must make a Guts check or suffer Mental Anguish as well.*

ELDER SIGN

Casting Modifier: -2

Range: Touch

Duration: Special

Trappings: Special

The Elder Sign may be formed into a leaden seal, carved in rock, or drawn in the sand. When emblazoned across an opening, it makes the path unusable to the minions of the Great Old Ones and Outer Gods. The Elder Sign is star-shaped with an inset eye and flaming pupil. This is the most effective technique of sealing an entrance to the Outer Gods, Great Old Ones, and their ilk. Traditionally, the Elder Sign is useless in personal defense. When created, the Elder Sign takes a toll on its creator, causing them to suffer a level of Fatigue.

ENCHANT ITEM

Casting Modifier: -8

Range: Touch

Duration: Permanent

Trappings: See below

This entry describes an entire set of enchantment spells. While similar in purpose, each specific spell must be learned separately. This spell enables the caster to enchant a device or artifact permanently. Blood sacrifice is required. If a spell has a key item

ELDER SIGN VARIANT

Though it is not canon, some hypothesize that wearing an Elder Sign might afford the wearer some protection. The following could represent such an item.

Someone who knows both the secrets of the Elder Sign and Enchant Item: Elder Sign may make an amulet that offers them a ward against Mythos creatures. Once an Elder Sign is created, it may be enchanted. A success provides a +1 Parry to whoever is brandishing the sign while a raise provides a +2 Parry. This represents Mythos creatures' natural aversion to striking someone thus protected.

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listed, an item enchanted for that purpose adds its bonus to the spell when it is cast. The bonus of such a device is +1 with a success and +2 with a raise and the item is thereafter magical.

Once enchanted, the item may be enchanted no further. An investigator may use no more than one item of a given type at any one time (unless a particular spell indicates otherwise).

Example: Amanda learns the *Byakhee Whistle* spell and enchants a *Byakhee Whistle*. Whenever it is used in a *Summon Byakhee* spell, the caster adds its bonus to their Knowledge (Mythos) roll. She may not attempt to enchant a dagger with the same spell.

POWDER OF IBN-GHAZI

Casting Modifier: 0

Range: Special

Duration: Until Used

Trappings: Special

This recipe creates a mystical powder and requires the inclusion of three special ingredients identified by the Keeper. Creating the powder takes

d4 days once the ingredients are gathered. Success on the roll indicates one use, while a raise indicates two. The powder is either blown from a tube or cast over the target. It makes invisible things visible, including the lines of power marking Enchanted Places, the aura around a Gate, and invisible creatures. The duration of the powder is d4 rounds, but it may be stored indefinitely. It appears as a simple brownish-white ash.

RESURRECTION

Casting Modifier: 0

Range: Spirit

Duration: Special

Trappings: Special

This exceedingly rare spell enables a character to return a corpse to life or to cast a resurrected entity into dust. Resurrecting an entity does not require the whole body, but as much of the fragments and remains as possible. Without the whole corpse, the entity returns to life a horrific shell of what it once was. Being resurrected through the use of this spell requires a Guts check at -3 or the resurrected entity suffers 2d8 Mental Anguish. This spell is often used to bring back the dead and force them, through often violent means, to reveal secrets of the past.

Attempting to send a resurrected entity back to death is the caster's Knowledge (Mythos) versus the target's Spirit. This spell simply requires the caster to say the incantation backwards. Failure means the target most certainly will strive, if able, to prevent the caster from casting the spell a second time. Anyone seeing a corpse fall to ash through the use of this spell, including the caster, must make their Guts check at -2 or suffer 2d6 Mental Anguish.

Casting the spell is extremely draining in either form and causes a Fatigue level to the caster whether successful or not.

SHRIVELING

Casting Modifier: -2

Range: Spirit

Duration: Special

Trappings: Special

This powerful curse causes the target's body to turn black and shrivel up as eldritch energies tear it apart. The caster makes their Knowledge (Mythos) versus the target's Spirit. Success indicates the target



suffers a wound. A raise means the target suffers two wounds. Each casting of the spell requires the caster to make a successful Vigor roll or suffer a level of Fatigue.

VOORISH SIGN

Casting Modifier: 0

Range: Special

Duration: Special

Trappings: Special

The Voorish Sign is a complex hand-gesture that enables the caster to better empower other known spells, granting a +1 casting modifier to them. Additionally, the sign may be made to render the invisible visible. With a raise on a Knowledge (Mythos) roll, anything within Spirit inches of the caster that is invisible is rendered visible (as per the Powder of Ibn-Ghazi) for a d4 rounds.

DARK GIFTS

Mythos creatures and cultists may both have dark magic that manifests in various ways, from a simple spell to an array of imbued powers. Following are simple guidelines to consider when tweaking existing creatures or creating new ones.

CULTISTS AND THE OCCULT

While cultists and dark priests generally learn their spells through books of lore or from each other, there is one other path to magic and dark sorceries, and that is plumbing the depths of darkness and unholy gods for more arcane magic. Creating a unique NPC, then, is simply allocating it the necessary spells to provide the level of challenge the Keeper desires.

CUSTOMIZING MYTHOS CREATURES

Most Mythos creatures are quite horrific in their own right and have various innate abilities that make them downright lethal. Keepers, however, devious as they are, may wish to provide a degree of variation for these abominations. Keeping the investigators guessing is part of the charm of the game, after all. One way to do that is to tweak a few of their attributes—making some stronger, some weaker, some more wise in the ways of magic.

While the first two options are easily done, the third one requires a bit of time on the Keeper's part and is described following.

Many Mythos creatures are inculcated with magic or are aspects or extensions of the gods they serve, and are gifted with various powers. As such, they do not gain knowledge of magic in the conventional sense, but are imparted with the magic through telepathic communications or physical mutations, provided they are deemed worthy enough in their master's eyes. The general indicator for this is the creature's Spirit. In rarer cases, however, it may be their Smarts. To qualify for the Dark Gift, the creature in question must have a d8 or higher in the qualifying attribute. Spells should make sense for the creature in question and suggestions are made to help the Keeper in his selections. A Deep One, for example, is unlikely to know Summon Fire Vampire—Contact Cthulhu is highly more likely.

Most spells don't generally affect immediate play as they are not combat spells. The number of spells a creature with the Dark Gift knows is usually a d4, but this amount may vary as well. In some cases, certain creatures do have detailed casters listed with them, both to aid in play and to provide guidance to the Keeper in creating his own creature casters. Creatures that know spells can be presumed to have Knowledge (Mythos) at their Smarts die type for casting purposes. You should find modifying Mythos creatures by following these guidelines a snap.

Example: *A typical Byakhee doesn't know spells, but the Keeper decides he wants to have the investigators encounter one that does. Looking over the Byakhee entry, he sees that they require a d8 Spirit to have a d4 spells. He increases the Byakhee's Spirit to a d8, gives it a d4 spells, and Knowledge (Mythos) d6, equivalent to its Smarts. He rolls a 2 for the number of spells and, looking over the suggested spell guidelines, gives the Byakhee the spells of Contact Hastur and Summon Byakhee. Not your everyday star-steed!*

RITUALS AND COMBAT MAGIC

In an earlier section, we included a specific list of rituals that take an extended period of time to perform, as well as some spells that are appropriately classified as combat magic, taking only a standard action to execute. As the Keeper, you are free to select the requisite number of spells from

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either category when fleshing out your creatures and cultists. More combat magic spells are found following.

COMBAT MAGIC

Any of the powers listed in the core *Savage Worlds* book is fair game for use by your creatures and cultists. Casting combat magic is identical to casting rituals. A Knowledge (Mythos) roll is used for spell casting, but there is no benefit to extended casting, nor can a combat magic spell be cast and held. For each rank of the spell beyond Novice, there is a -1 to the Knowledge (Mythos) roll. A failure results in no effect, while a Critical Failure results in Backlash. Each rank of a power selected counts as one spell choice towards the total permitted for the creature or cultist, with the exceptions of blast and bolt. Blast and Bolt are very powerful forces to introduce into a Mythos game and should be selected with care. Additionally, blast and bolt are broken down into three levels, each with varying degrees of strength as shown. These spells are spe-



cific incantations, hence a cultists knowing blast II cannot cast blast I unless he knows that particular spell as well.

BLAST I

Casting Penalty: -1

Effect: 2d6 Medium Burst Template

BLAST II

Casting Penalty: -2

Effect: 2d6 Large Burst Template or 3d6 Medium Burst Template

BLAST III

Casting Penalty: -3

Effect: 3d6 Large Burst Template

BOLT I:

Casting Penalty: 0

Effect: One 2d6 bolt

BOLT II

Casting Penalty: -1

Effect: One 3d6 bolt or two 2d6 bolts.

BOLT III

Casting Penalty: -2

Effect: Two 3d6 bolts.

MAGICAL TRAPPINGS

When assigning combat magic to a creature, be creative and consider how the power is going to manifest. While a Byakhee and a Ghoul may both possess the bolt power, the Byakhee may emit a horrific screech, while the Ghoul may belch foul gasses. Remembering these little touches goes a long way towards immersing your investigators in the horror of it all. Mechanically, the two approaches are identical, but such detail is far better than a jarring announcement that “the Byakhee is casting bolt”.

CREATURES AND MAGIC

When it comes to using any traditional ritualistic spells that a creature may have, they follow the same parameters as any other character. They dedicate the requisite amount of time, and make the appropriate Knowledge (Mythos) roll with penalties for taking less time than required as stipulated by the ritual in question.

However, as creatures are part of the horrific fabric, should they critically fail their roll, they do not suffer the same fate as investigators, but instead are incapable of casting any magic whatsoever for the remainder of the encounter.

When they perform magic “off stage”, that is, without any possibility of investigator intervention, you should let the dictates of your narrative and common sense prevail.

CULTISTS AND MAGIC: A FINAL NOTE

Any NPC involved in the worship, advancement, and propagation of any Mythos agendas is considered a cultist, whether they are a lone scholar learning magic in their rooms to restore their lost love, or a fanatic villain bent on raising Cthulhu from his watery tomb.

Cultists follow the same rules as any investigator when using magic with the added advantage, in some cases, of possessing the monstrous ability of Tainted. Backlash applies to them as to any other mortal. The Mythos rewards only the most ardent pursuers of its tainted knowledge.

Some cultists may, and often do, know some of the more esoteric, powerful incantations, and that makes them all the more dangerous. Such magic should, by and large, be kept out of the hands of the investigators unless you want to dramatically impact the tone of your game. Magic should remain mysterious, otherwordly, and downright dangerous (not only to use, but to even learn). Only cultists dedicated to evil purposes are prepared to sacrifice their sanity to the extent needed to harness such power.

Investigators should not be tossing fireballs to and fro, or their respect for and fear of magic will be greatly diminished. Even in the less gritty, more pulpy settings, powerful deadly magic should remain the preserve of the enemy: dark sorcerors, evil warlocks, and vile mages. Investigators may call upon the occasional spell, or a powerful ally steeped in mystical and magical knowledge, but otherwise the practitioners of the greatest spells should be the wicked servants of the Great Old Ones or Outer Gods.

They aren't called the Dark Arts for nothing!

BROAD SPELLS

Porting over most powers, such as armor or invisibility, is easy. These spells have specific effects that vary based upon the casting roll. However, other spells, such as boost/lower trait cover a broader spectrum. The Keeper should determine a specific effect for the spell and tailor it appropriately.

Example: As Keeper, you decide to place an Eldritch Scholar, corrupted by darkness, to engage the investigators. You opt to give him boost/lower trait. Narrow it down to something far more specific such as boost Strength or lower Spirit.

INVESTIGATORS AND COMBAT MAGIC

Combat magic should generally be restricted to cultists and creatures. Most spells investigators will need are found in the Greater Grimoire. If you wish to place combat magic in the players' hands, do so with care, and be certain to give them evocative names.

Example: Should the investigators overcome the Eldritch Scholar and escape with his tome, you may opt to put either boost Strength or lower Spirit within the pages, but they don't sound particularly ominous. Changing the names to “Strength of the Shantak” or “Kiss of the Byakhee” better maintains the mood of the game.

CASTING FROM TOMES

Characters may, at the Keeper's option, cast a spell directly from a book or other source material, providing they can read the language, and have at least skimmed the book. The modifier to their Knowledge (Mythos) roll is at the object's Arcane Lore -2.

Example: Amanda knows that a Shoggoth has been prowling around Bayhaven. She pores through her library, and comes up with a book that has a Dismiss Shoggoth spell. She skims through the work, and goes in search of the beast. Her book's Arcane Lore is +1, so she is at net -1 to her Knowledge (Mythos) roll when attempting the spell.





MYTHOS TALES

At the heart of *Realms of Cthulhu* are the tales of mystery and horror the players' investigators encounter. In the pages that follow, we guide you through the steps needed to create compelling stories, and include a few example adventures.

MYTHOS TALE GENERATOR

The following tables aid the Keeper in coming up with a rough outline to create a Mythos Tale for immediate use. Remember, the more time you put into developing your scenarios the better, and it is thus recommended that the diligent Keeper roll a few of these ahead of time, flesh them out a bit, and keep them up his sleeve just in case. Doing so also allows him the opportunity to lay the groundwork of one in the next, creating a creepy tangle of madness for the investigators.

HOOK

1	Caught Up in Events
2	Mistaken Identity
3	Motivation
4	Supporting Cast (Friend)
5	Rumor
6	Supporting Cast (Foe/Rival)

Caught up in Events: The investigators find themselves in the middle of the plot whether they like it or not.

Mistaken Identity: One or more of the investigators has been wrongly identified or contacted regarding the lynchpin.

Motivation: The Keeper drives the story forward through the use of one or more of the investigators' Hindrances such as loyalty, greed, or heroism.

Supporting Cast (Friend): Someone familiar and friendly with one or more of the investigators asks them to look into the state of affairs revolving around the lynchpin.

Rumor: Through the grapevine or words on the wind, the investigators' curiosity is aroused.

Supporting Cast (Foe/Rival): Someone who holds the investigators in disdain come to them to investigate the matter concerning the lynchpin.

LYNCHPIN

The lynchpin is the central focus of the entire tale, though it may never make an appearance at all. Generally, the plot type determines the lynchpin's role in the storyline. Roll on this table and then go to the appropriate sub-table (on page 78).

1-3	Person
4-5	Entity
6	Object

LOCATION

1	Residence/Lair
2	Castle/Mansion
3	Ruin/Lost City/Temple
4	Urban Center
5	Wilderness
6	Exotic
7	Important Building/Landmark
8	Asylum
9	Library
10	Museum

Residence/Lair: A home to a creature, madman, or beast.

Castle/Mansion: Ranging from grandiose to crumbling decrepitude, the castle or mansion often holds dark secrets.

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Ruin/Lost City/Temple: Whether a crumbling stone circle in the woods, a hidden city in the Himalayas, or a fiery temple in the Amazon, these places often hold artifacts that aid or abet great evils.

Urban Center: A stadium, an opera house or even a local park or campus, evil lurks in the most commonplace environments.

Wilderness: Woods, forests, cave systems, and mountain ranges are all encompassed here.

Exotic: Unusual wilderness locales, such as an active volcano, an Arctic base, or the Marianas Trench.

Important Building/Landmark: Ranging from Stonehenge to Easter Island to Time Square, these places are all instantly recognizable and well known (at least to the locals, if not worldwide).

Asylum: A home to madmen, lunatics, and others seeking respite from nightmare.

Library: Repositories of knowledge, be they public libraries, private collections, or collegiate in nature.

Museum: Collections of past achievements, art, and technology, museums may be public, collegiate, or private.

PROXIMITY

1-2	Local
4-5	Regional
6	Global

Local: Within an hour or two of travel.

Regional: Within a day or two of travel.

Global: Anywhere in the world that the Keeper deems interesting.

PLOT TYPE

1	Quest
2	Adventure
3	Pursuit
4	Rescue
5	Escape
6	Revenge
7	Mystery
8	Rivalry
9	Temptation
10	Metamorphosis
11	Transformation

12	Maturation
13	Love
14	Forbidden Love
15	Sacrifice
16	Discovery
17	Wretched Excess
18	Ascension
19	Descension
20	Roll twice and combine

Note: Descriptions of plot types begin on page 75.

PLOT COMPLICATION

1	Entity (Roll on Entity Table)
2	Person (Roll on Supporting Cast)
3	Betrayal
4	Trap/Ambush
5	Rescue Supporting Cast
6	Chase
7	Natural Hazard
8	Shock/Revelation
9	Discovery
10	Anomaly

Entity: Something seeks to obstruct the investigators' path to their success.

Person: Someone causes problems for the investigators.

Betrayal: Someone close to the investigators turns on them at a critical moment.

Trap/Ambush: Someone or something poses a very real threat to the investigators' survival.

Rescue Supporting Cast: An associate of the investigators gets into deep trouble and requires the investigators to set aside other matters to aid them.

Chase: During the course of the investigation, the investigators find themselves engaged in a chase. Whether they are the pursuers or the pursued depends upon the type of story they find themselves in.

Natural Hazard: A physical obstacle presents itself to the investigators and they must surmount it to proceed further.

Shock/Revelation: The investigators learn something that shakes them to their very foundations.



Discovery: The investigators discover someone or something is not what it seems and this knowledge forces them to reconsider what has proceeded beforehand.

Anomaly: The investigators encounter some strangeness that may not pertain directly to the current adventure, but may have ramifications all its own.

ALLIES

One or more supporting cast members generally pop up over the course of the adventure to aid the investigators. Roll on the Supporting Cast table to see precisely who it may be.

1-4	Antiquarian
5-8	Archaeologist
9-11	Artist
12-14	Athlete
15-18	Author
19-22	Clergyman
23-25	Criminal
26-28	Dilettante
29-31	Doctor of Medicine
32-34	Drifter
35-37	Engineer
38-41	Entertainer
42-44	Farmer
45-48	Journalist
49-52	Lawyer
53-55	Military Officer
56-59	Missionary
61-63	Parapsychologist
64-66	Pilot
67-68	Police Detective
69-71	Policeman
71-75	Psychotherapist
76-78	Private Investigator
79-82	Professor/Scientist
83-86	Retired Adventurer
87-90	Soldier
91-94	Woodsman
95-98	Child*
99-100	Corrupted**

*Add Youth to the type and roll again, ignoring further results of Child.

**Add Corrupted to type and roll again. A second result of Corrupted indicates the supporting cast member is instead Tainted. Roll a third time, ignoring further results of Corrupted.

PLOT TYPE

Quest: The investigators are seeking after the lynchpin and should go through a number of locations, each with its own complication before reaching it (if at all). Investigation and intellectual challenges with plenty of opportunities for roleplay are common hallmarks of the quest. The Keeper should challenge the investigators to question their beliefs. Globe-trotting is often the watchword with the investigators travelling to many distant locales before finding themselves homeward bound once again.

Adventure: Loaded with action, the adventure thrusts the investigators quickly into the storyline. The plot hook comes quickly, followed by a number of complications over the course of play. While the quest frequently shifts between many locales, an adventure can vary wildly from being quite similar to a quest in its location changes (though loaded with more physical challenges than mental) or can take place with few place changes, if any, such as beginning in a city, journeying to a remote temple after a lost artifact, and back again.

Pursuit: The investigators must either evade or capture the lynchpin, as appropriate. For example, if the lynchpin is an item, they may be trying to get it before it falls into the wrong hands. If it is a creature, they may be trying to evade it until the sun rises and it returns to its slumber. In this scenario, the investigators are either the hunter or the hunted, and the roles can often change over the course of play as power shifts hands, and things are not always what they seem.

Rescue: The investigators have to rescue the lynchpin (or, in the case of an entity, rescue the potential victims of the entity) from someone or something (this can be determined with another random roll) at the Keeper's discretion. A priceless artifact, for example, could have been stolen from the local museum, and the investigators must get it back before it falls into the hands of a cult.

Escape: Someone or some thing has captured the investigators and they must escape. The state could have sent them to a local asylum for observa-

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tion, a cult could send out creatures to trap them on an estate, or they could be trying to somehow rid themselves of a cursed item that keeps returning, despite their best efforts.

Revenge: While someone or some thing is out to get payback, the lynchpin is at the center of it all. If it were an invention, for example, a rival inventor could be driven over the brink and open a strange gate, sending something altogether alien to finish off the adversary.

Mystery: Part and parcel of the Mythos, the mystery requires foresight and deliberation, and is a difficult plot type to run off the cuff. The Keeper posits some riddle to the investigators and they must set forth to solve it. Who (or what) killed Atlas Jones? The lynchpin of the scenario can serve in whatever function the Keeper desires, but is ultimately the root cause of the mystery. This scenario requires critical thinking and often regular interactions with any number of NPCs. Multiple clues should be made available to drive the story forward with a regular mix of complications that can send the investigators down various trails. The key is not to send them too far afield. It is essential for the Keeper to bring the narrative back on point should the investigators deviate too wildly. The mystery often leads to deeper undercurrents and understandings of the world, and may be intermingled with a more action oriented plot type, depending upon the atmosphere the Keeper is ultimately trying to evoke.

Rivalry: An interesting plot type, a rivalry pits two (or more) factions against one another. Depending upon the lynchpin, hook, and locale, the investigators can find themselves either upon one side of the rivalry (helping to find the missing Arctic expedition before Calliope Wilson's team does), allying themselves with one side of the rivalry (joining Wilson's team), or somewhere between the two factions (the Mi-Go and the Tcho-Tcho are warring over some discovered artifacts amidst crumbling ruins).

Temptation: The lynchpin holds the promise of something: be it great knowledge, power, or wealth in exchange for transgressing normal societal mores or the boundaries of good sense. This is something the investigators often face in any Mythos Tale, but here it is far more pronounced and the temptation is far greater and someone may have already succumbed to it. For example, Wizard Keeley, an old antiquarian, may call in the investigators to help

him out because, you see, he made a deal to slay someone before midnight of the full moon or be slain himself in an unsavory exchange with a dark force.

Metamorphosis: This plot type is about physical change. The mind boggles when one thinks how that can be handled in a Mythos context: an art collector may have purchased the lynchpin (an art object in this case) and it is turning him into something altogether alien. Can the investigators save this old rival before it is too late?

Transformation: The lynchpin serves to provide a finer edge to one or more investigators, offering them greater insight into their own character and the world around them. A difficult one to pull off, it can be supremely gratifying to impact the investigators' relationships with their world and others within it, and provides robust roleplaying challenges. How well do the investigators know their attorney, Mr. Peabody? Would it surprise them to know he is an upstanding church member as well as a serial killer? The impact of such a plot usually has ripple effects in subsequent campaign play, so deliberate on how great a transformation you want to put into play.

Maturation: Someone or something is growing up. In some stories that could be a joyous thing. Not so, dear Keeper, in ours. Think of what could be out there in the woods, waiting to reach full growth before ravaging the landscape. What of little Billy (who some said was touched by something awful when he was a kid, see that weird star-shaped scar on his left cheek)? Even an object sitting in a museum case may have needed time to draw in enough cosmic energy before it could fulfill its long dead master's purpose.

Love: The lynchpin determines the type of love: is it obsession (as with an object), eros (as with a person), or does it enter some stranger territories (with a creature as the focus)? The investigators enter the story and have to sort out all the details. The Keeper should definitely keep an eye out for a sinister aspect and a way to turn the tale into one bone-chillingly macabre. Alternately, one of the investigators themselves could become the focus of another's attention (and this other could certainly use any and all means at their disposal to see that their love is requited).



Forbidden Love: Coupling these two words together should immediately cause every Keeper's mind to bubble with thoughts. Does Maxwell Silver offer up his daughter to Glaaki as a corpse bride? Is Jane Jameson, accountant, secretly in love with Nails, the Ghoulish gravedigger from Dark Harbor? You can turn it around as well. What if one of the Serpent Folk fell in love with an explorer and returned to civilization? If love is dark in a Mythos context, forbidden love is darker yet.

Sacrifice: Don't immediately run for the big kitchen knives. Sacrifice does not have to be literal (though it certainly can be). The plot revolves around someone or some thing giving something up. This tends to be the investigators, but may well be one of the supporting cast members. The investigators may have a battered copy of *The Necronomicon* that they must exchange to rescue one of their allies from a cult, for example. Coupling the sacrifice with the lynchpin provides multiple ways for the Keeper to go. If you come up dry, then you can go for the old stand-by: big stone altar, cultists, and that shiny, curved blade.

Discovery: In this plot type, the investigators do what they do best: they set out to uncover facts and knowledge about the lynchpin that ultimately reveals greater truths. Does the Statue of Thulhu lead them to Professor Atwood in London and then to the remote estate of Kenneth Smythe, Esquire who has been obsessively compiling notes on the Black Cult of Knives, a cult the investigators have already encountered once or twice? Does a bit of leathery wing in Las Vegas lead the investigators to discover a secret clutch of Mi-Go in the Hollywood Hills?

Wretched Excess: In this plot, someone has long ago succumbed to temptation and has become the very embodiment of sin and vice. Their moral compass points strictly south and they are mentally unstable and unbound by any societal mores. This could likely be in the pursuit of knowledge or from prolonged contact with Mythos entities, depending upon the lynchpin. The investigators will either need to stop the madman or save him. Through encounters and narrative, the Keeper should be certain to use the madman as a dark mirror to the investigators of what they may become should they steep themselves too deeply in the black waters of lost lore.

Ascension: This plot focuses on the rise to power and can be gradually interwoven amidst other tales. Does a certain item, let's say the Amulet of the Starlit Path, something the investigators failed to recover in the past, allow the Temple of the Seven Planes to grow in strength even while the heroes battle their minions? Alternately, the Keeper can deal directly with ascension, such as when a creature is the lynchpin, and the investigators must seek to prevent the rising of R'lyeh and the inevitable wrath of Cthulhu.

Descension: The spiral downward is a plot type that is easily visited by the Keeper. The lynchpin can be a path of destruction that is causing madness and decay, ruin and death, all around it. Perhaps a seemingly well-to-do professor could be corrupting his students with dark words, a 14th century fencing foil could cause its owner to perform dark deeds, or a Deep One could have captured weak minds along the coastline to serve it well. Alternately, descension can deal with a fall from grace, such as when a former stalwart colleague begins a slide into madness.



REALMS OF CTHULHU

PERSON

The lynchpin is always considered a Wild Card. Determine exactly who they are on the Supporting Cast table.

1-2	Supporting Cast (Friendly)
3	Supporting Cast (Foe/Rival)
4	Supporting Cast (Tainted)
5	Cultist
6	Organization / Cult

Supporting Cast (Friendly): This individual is someone who begins with a positive reaction to the investigators, or has existing connections with them.

Supporting Cast (Foe/Rival): This individual is someone who begins with a negative reaction to the investigators, and wants to best them in some way. They may have been past acquaintances or colleagues who have had a falling out.

Supporting Cast (Tainted): This individual has been darkly tainted by contact with Mythos forces. See what they started out as on the Supporting Cast table and use it as the base type when rolling on the Creature Generator tables (on page 81).

Cultist: This individual is a ranking member in a cult. Select the cult of worship or roll it randomly on the Gods table of your choice.

Organization: This can be either a dark cult or a more mainstream organization. If it's the latter, roll on the Supporting Cast table to extrapolate the central focus of the organization. The exact size is up to the Keeper.

ENTITY

1	Servitor
2	Independent Race
3	Something New
4	Elder God
5	Great Old One
6	Outer God

OBJECT

1	Artifact
2	Invention
3	Art Object
4	Weapon
5	Relic
6	Book/Knowledge

Artifact: Some ancient relic of the past, be it statue, stone, or broken tablet.

Invention: Some technological device that could have either been created by a madman a week ago, or Mi-Go a millennia ago.

Art Object: Something of questionable beauty, either inspired by the Mythos or reflecting a darker truth.

Weapon: An item made for war: it can be of terrestrial origin or forged by the very gods themselves.

Relic: An item that some religion or cult considers holy.

Book/Knowledge: Whether a bound book, a tattered pamphlet, or the scribbles of a madman on an asylum wall, there is a tantalizing bit of secret lore for those who seek it.

SERVITORS

1	Byahkee
2	Dark Young
3	Deep Ones
4	Fire Vampires
5	Formless Spawn
6	Servants of Glaaki
7	Hunting Horrors
8	Nightgaunts
9	Rat-Things
10	Sand-Dwellers
11	Servitors of the Outer Gods
12	Star-Spawn of Cthulhu
13	Shoggoths
14	Shantaks
15	Tcho-Tchos
16-20	Tainted Human

Roll on the Creature Generator tables

INDEPENDENT RACES

1	Chthonians
2	Colours Out of Space
3	Dimensional Shambler
4	Elder Things
5	Flying Polyps
6	Ghasts
7	Ghouls
8	Gnoph-Keh
9	Great Race of Yith
10	Gugs

CREATURE GENERATOR

11	Hounds of Tindalos
12	Leng Spiders
13	Lloigor
14	Mi-Go
15	Serpent People
16	Insects from Shaggai
17	Star Vampires
18	Unnamed
19	Voormis
20	Xicotlans

ELDER GODS

1	Bast
2	Hypnos
3-5	Nodens
6	Other (pick or create one)

GREAT OLD ONES

1	Atlach-Nacha
2	Bokrug
3	Chaugnar Faugn
4	Cthugha
5	Cthulhu
6	Cyaegha
7	Eihort
8	Ghatanotha
9	Glaaki
10	Hastur
11	Ithaqua
12	Nyogtha
13	Quachil Uttaus
14	Rhan-Tegoth
15	Shudde M'ell
16	Tsathoggua
17	Y'golonac
18	Yig
19	Zhar
20	Zoth-Ommog

OUTER GODS

1	Abhoth
2	Azathoth
3	Daoloth
4	Lesser Other Gods
5	Nyarlathotep
6	Shub-Niggurath
7	Tulzscha
8	Ubbo Sathla
9	Yibb-Tstll
10	Yog-Sothoth

The tables following serve several purposes: they are in the spirit of the genre, they keep the players off balance, and they provide fun inspirations for the Keeper. Since the Mythos is all about things that are unknown, and many players already come to a game of Cthulhu with a certain degree of expectation, it never hurts to be able to throw them a curve ball.

That's not to say it needs to be done all the time. Just every once in a while is enough to get them to proceed with caution. There are other times when you're at an impasse and want to do something a bit different—you want to expand the Mythos out and give it your own spin. While these generators provide you with a mechanical framework, it's still up to you to round them out and determine how they integrate into your campaign world. Grab your dice and get ready to create!

Remember you can always opt to select an entry rather than roll, or reroll as often as you like until you get something that strikes your fancy.

BASIC TYPE

First off, you need to determine the basic type of creature you're dealing with, be it human or otherwise.

1-3	Tainted
4-5	Servitor
6	Independent Race

Tainted: These humans have fallen under the corrupting influence of the Mythos and seek to expand out the power of their masters.

DARK MASTER

The entity to which the Tainted Human pays homage is determined by rolling on this table and then consulting the appropriate table in the Mythos Tale Generator, beginning on page 73.

1	Servitor
2	Independent Race
3-5	Great Old Ones
6	Outer Gods

REALMS OF CTHULHU

Tainted Humans

Roll to determine the approximate power of the tainted one.

d10	Rank
1	Extra
2-3	Novice
4-5	Seasoned
6-7	Veteran
8-9	Heroic
10	Legendary

A d6 roll determines sex (1-3 Male, 4-6 Female) and a roll on the Supporting Cast table indicates their base line statistics, abilities, and skills.

Hindrances	Edges	Minor	Major
		Gifts	Gifts
Extra	1	1	1
Novice	2	2	2
Seasoned	2	3	2
Veteran	2	3	2
Heroic	2	4	3
Legendary	2	5	3

Extra: These individuals generally did not seek out evil, but had it thrust on them by bad fortune.

Novice: These folks either have a dark past or actively engage in worship. Knowledge (Mythos) d4.

Seasoned: At this level, the character regularly pursues great acts of evil in addition to regular worship and sacrifice. Knowledge (Mythos) d6.

Veteran: The Mythos has become central to this person's life, and they live to advance their master's agendas. Knowledge (Mythos) d8.

Heroic: Greatly altered by dark forces, these individuals are granted great gifts by their masters, and offer unwavering loyalty in return. Knowledge (Mythos) d10.

Legendary: These individuals are often aspects of the gods they worship and may be unrecognizable as having ever been human. Knowledge (Mythos) d12.

HINDRANCES TABLE

Next, roll a percentile die and consult the following chart to determine the villain's Hindrances. If you roll the same Hindrance for your fearsome

cultist more than once, disregard the second result and roll again. See the sidebar on the right for information on how to use the individual's Hindrances to build a distinctive character for your villain.

d100	Hindrances
01-03	All Thumbs
04-07	Anemic
08-11	Arrogant
12-15	Bad Eyes (minor)
16-17	Bad Eyes (major)
18-20	Bad Luck
21-23	Big Mouth
24-25	Clueless
26-27	Code of Honor
28-30	Curious
31-33	Death Wish
34-36	Delusional (minor)
37-38	Delusional (major)
39-41	Elderly
42-44	Greedy (minor)
45-47	Greedy (major)
48-50	Hard of Hearing (minor)
51	Hard of Hearing (major)
52-54	Lame
55-57	Loyal
58-60	Mean
61-63	Obese
64-66	One Arm
67-69	One Eye
70-72	One Leg
73-75	Outsider
76-78	Overconfident
79-81	Small
82-84	Stubborn
85-87	Ugly
88-90	Vengeful (minor)
91-92	Vengeful (major)
93-95	Wanted (minor)
96-97	Wanted (major)
98-99	Roll again and add a Hindrance
100	Gain an extra Gift (roll on the Edges Table)

EDGES TABLE

Roll a percentile die and consult the chart below. Disregard and reroll duplicate Edges. Should a result require certain Edges or skills to be at a given level, then the necessary prerequisites should be added to the character immediately.

d100	Edge
01-02	Alertness
03-04	Ambidextrous
05-06	Attractive
07-08	Very Attractive
09-10	Berserk
11-12	Brawny
13-14	Fast Healer
15-16	Luck
17-18	Great Luck
19-20	Noble
21-22	Quick
23-24	Rich
25-26	Filthy Rich
27-28	Block
29	Improved Block
30-31	Combat Reflexes
32-33	Dodge
34	Improved Dodge
35-36	First Strike
37	Improved First Strike
38-39	Fleet-Footed
40-41	Florentine
42-43	Frenzy
44	Improved Frenzy
45	Giant Killer
46-47	Hard to Kill
48	Harder to Kill
49-50	Level Headed
51	Improved Level Headed
52-53	Marksman
54-55	Nerves of Steel
56	Improved Nerves of Steel
57	No Mercy
58-59	Quick Draw
60-61	Rock and Roll!
62-63	Steady Hands
64-65	Sweep
65	Improved Sweep
66-67	Trademark Weapon: Fighting
68-69	Trademark Weapon: Shooting
70	Improved Trademark Weapon: Fighting

TINTED HUMANS

When creating one of these tragic souls, give some thought to the source of their abilities. The Hindrances, Edges, and dark gifts bestowed on them should reflect the nature of their master.

The greater the power of the tainted, the more obvious their master's mark should be: slight or easily concealed for an extra or novice, while a legendary tainted should be quite horrid.

SAMPLE HINDRANCES

Bad Eyes—eyes ooze constantly

Death Wish—they live only to return their master to glory

Ugly—the skin is scaled or scabbed

SAMPLE EDGES

Brawny—the tainted's muscles ripple disturbingly under the skin

Noble—the cult has bestowed great power and glory upon this living symbol of their god

Quick Draw—their weapon flies into their hands without a motion

SAMPLE DARK GIFTS

Blessed Parry—they glow a sickly green when attacked

Low Light Vision—the tainted's pupils are unusually large

Uncanny Senses—they have a third eye

MYTHOS CREATURES

The same care should be applied to the monstrous abilities generated for newly created Mythos creatures, while taking steps to integrate them into their basic form.

REALMS OF CTHULHU

71	Improved Trademark Weapon: Shooting
72	Two-Fisted
73	Command
74	Fervor
75	Hold the Line!
76	Inspire
77	Natural Leader
78	Ace
79	Acrobat
80	Gadgeteer
81	Unholy Warrior
82	Investigator
83	Jack of all Trades
84	McGyver
85	Mentalist
86	Mr. Fix It
87	Scholar
88	Thief
89	Charismatic
90-91	Connections (Keeper determines)
92	Strong Willed
93	Beast Bond
94	Beast Master
95	Danger Sense
96	Healer
97	Dead Shot
98	Mighty Blow
99-00	Roll again and gain another Edge

MINOR GIFTS TABLE

01-04	Increase Strength +1 die type
05-08	Increase Agility +1 die type
09-12	Increase Smarts +1 die type
13-16	Increase Spirit +1 die type
17-20	Increase Vigor +1 die type
21-24	Increase Pace +2, Running d8
25-28	Blessed Parry. Increase Parry +1
29-32	Blessed Toughness +1
33-36	Gift of Tongues. Charisma +1
37-40	Pheromones. Charisma +2 with opposite sex
41-44	Quick
45-48	Followers (as Legendary Edge, but does not gain Rank)
49-52	Hardy
53-56	Infravision
57-58	Immunity Fire
59-60	Immunity Cold
61-62	Immunity Electricity

63-66	Low Light Vision
67-71	Razor Claws (retractible. Str+d4 each)
72-74	Jumping (may jump Pace x2)
75-78	Knowledge (Mythos) +1 die type
79-83	Cloak of the Shadow +2 die Stealth
84-88	Free Edge (roll on Edge table)
89-90	Immune to Poison
91-92	Immune to Disease
93-96	Uncanny Senses (+2 die Notice)
97-99	Roll a second Minor Gift.
100	Roll a Major Gift (see below)

MAJOR GIFTS TABLE

01-04	Maximize Strength d12 or +1
05-08	Maximize Agility d12 or +1
09-12	Maximize Smarts d12 or +1
13-16	Maximize Spirit d12 or +1
17-20	Maximize Vigor d12 or +1
21-24	Increase Pace +4, Running d10
25-28	Blessed Parry. Increase Parry +2
29-32	Natural Armor (Hide or Scales) +2
33-36	Gift of Tongues. Charisma +2
37-40	Pheromones. Charisma +4 with opposite sex
41-44	Earth Meld (as the Burrowing Monstrous Ability in <i>Savage Worlds</i> core rulebook)
45-48	Ethereal at will once per day for 1d12 rounds
49-52	Fearless
53-56	Infection through bite. If wounded, Vigor -1, Disease effects below:
01-25	Vigor reduced to d4
26-50	Permanent Level of Fatigue
51-75	Visions of Hell. Spirit die reduced to d4
76-00	Stunted. Reduce Smarts to d4
57-58	Invulnerability Weaknesses:
01-20	Holy Water
21-40	Holy Relic (Blessed Weapon)
41-60	Magic
61-80	Fire
81-100	Sunlight
59-60	Paralyzing Touch. As per rulebook.
61-62	Poisonous touch or bite
01-25	Vigor reduced to d4
26-50	Permanent Level of Fatigue
51-75	Visions of Hell. Spirit die reduced to d4
76-00	Stunted. Reduce Smarts to d4

- 63-64 Slow Regeneration
- 65-66 Fast Regeneration
- 67-71 Razor Claws (retractible. Str+d8 each)
- 72-74 Size Increase +1
- 75-78 Knowledge (Mythos) d12 or d12+1
- 79-83 Stun Attack
- 84-88 Wall Walker
- 89-90 Fiery Breath (Cone Template. Agility -2 to dodge, 2d10 damage)
- 91-92 Gain Prehensile, spiked tail. May Tail Lash, an extra attack, and damage is Strength +d6-2, and provides Reach.
- 93-95 Dark Pet (select animal, add d3 monstrous abilities, and make Wild Card)
- 96 Dark Servant (select Servitor/Independent Race or create a new creature)
- 97-99 Roll an additional second Minor Gift and reroll this Major Gift.
- 100 Roll a second Major Gift

SERVITORS/INDEPENDENT RACES

The main difference between these two is more one of attitude and agendas than any particular difference in physiology. Both cover a broad spectrum of possibilities only limited by the Keeper's twisted imagination. A basic template is provided below.

BASIC ATTRIBUTES

These statistics represent a basic creature.

Agility: d6; **Smarts:** d6; **Spirit** d6; **Strength:** d6; **Vigor:** d6

Skills: Fighting d6, Guts d6, Intimidation d6, Investigation d6, Knowledge (Mythos) d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 5; **Charisma:** 0

Terror: 0; **Mental Anguish:** Spirit+d4

Monstrous Abilities: (Determine two randomly)

Monstrous Edges: (Determine two randomly)

Dark Gifts: (Determine one from Minor Gifts Table)

BASIC FORM

This table provides the Keeper with a general idea of what the new race looks like. All creatures begin Size 0 (human equivalent) and bipedal. If you are looking to have the investigators encounter a specific member of the new race, roll 1d6. On a 5-6 it is a Wild Card.

Roll d10 to determine the creature's basic anatomical form.



d10 Form

- 1 Insectoid (roll 1d6. 1-4 normal, 5-6 winged and can fly (Pace x3, Climb is equal to Pace). Natural Armor +2, Claws/Bite Str +d4, Burrow ½ Pace, Agility +1 die, Vigor +1 die)
- 2 Mammalian (Roll 1d6, 1-5 normal, 6 is winged and can fly (Pace x2, Climb is equal to pace). Claws/Bite Str +d6)
- 3 Aquatic d6 Swimming, Vigor +1 die
- 4 Dinosaurian Size +2, Strength +1 die, Natural Armor +2, Claws Str +d4, Bite Str +d6
- 5 Reptile Bite Str +d8. Weakness: Cold. Vigor +1
- 6 Silicon Based Armor +4, Pace is halved, can burrow through rock. Vigor +2 die
- 7 Living Darkness. Stealth d6+2. Shadow Walk (Pace x3 from Shadow to Shadow) All damage in Shadow is halved. Weakness: Direct Light (Suffers as if Fatigued level One)
- 8 Arachnid. Gain six arms and two extra attacks per round at no penalty. Wall Walker. Bite Str +d4+Poison (Vigor -1, or suffer additional 2d4 damage)

REALMS OF CTHULHU



9 Bizarro. (Roll 2 Extra times on Monstrous Table)

10 Roll again, but creature gains masked ability

BASIC TERROR AND MENTAL ANGUISH

Each race is terrifying in its own way. Roll a d6 to determine its Terror.

d6 Terror

1-2 **Terror: 0 ; Mental Anguish:** Spirit +d4

3-5 **Terror: -1; Mental Anguish:** Spirit +d6

6 **Terror: -2; Mental Anguish:** Spirit +d8

7+ **Terror: -3; Mental Anguish:** Spirit +d10

Note: Results of 7 or greater can arise as the result of certain monstrous abilities found in the Monstrous Abilities Table.

SERVITORS OF...

This table is reserved for Servitors to see to what dark force they submit their will. Then roll on the appropriate table found in the Mythos Tale Maker for more specific details to flesh out the servitors' aims and motives.

d10	Dark Master
1	Elder God
2-8	Great Old One
9-10	Outer God

AGENDAS

When cutting a race from whole cloth, you may want to check out the Mythos Tale Generator, especially the section on Plot Type. A roll or two on that table may give you the race's general philosophy and/or ideology.

For example, if you roll Forbidden Love, perhaps the Independent Race likes humanity for some reason, and wants to aid it rather than destroy it. Additionally, you can generate allies and enemies by rolling on the Entity table, and use that to shape the race's agenda(s) as well.

MONSTROUS ABILITIES TABLE

If a duplicate result is rolled, reroll. Always take the greater result if a second roll is required. For example, between Size -1 and Size -2, simply take the -2. They are not cumulative. Should rolls arise that inspire you to modify the creature's basic appearance, do so.

d100	Ability
01-03	Aquatic
04-06	Armor +2
07-09	Burrowing
10	Ethereal
11	Terror -1*
12	Terror -2**
13	Fearless
14	Gargantuan
15	Undead
16-17	Hardy
18-20	Infection
21-25	Vigor reduced -1 die
26-50	Agility reduced -1 die
51-75	Spirit die reduced -1 die
76-00	Retardation. Reduce Smarts -1 die
21-23	Infravision
24-25	Immunity: Fire
26-27	Immunity: Cold
28-29	Immunity: Disease

30-31	Immunity: Poison	87-89	Pounce. Leap 1d6", gain +4 to attack and damage, but Parry reduced -2
32-33	Immunity: Electricity		
34-36	Low Light Vision		
37-38	Paralysis (as per rulebook)	90-91	
39-40	Poison		
01-25	+1d6 damage		
26-50	+2d4 damage	92-94	
51-75	+2d6 damage	95-96	
76-00	+2d8 damage		
41-43	Slow Regeneration	97	
44-45	Fast Regeneration		
46	Reduced Size -1	98	
47	Reduced Size -2		
48-49	Increased Size +1	99	
50	Increased Size +2		
51	Increased Size +3	100	
52	Small (Size -2) Reduce Str -1 die		
53	Large (Size +4) Increase Str +1 die		**Increase Terror and Mental Anguish by two steps
54	Large (Size +5) Increase Str +2 die		*Increase Terror and Mental Anguish by one step
55	Large (Size +6) Increase Str +3		
56	Huge (Size +7) Increase Str d12+1		
57-58	Increase Strength +1 die		
59-60	Increase Strength +2 die		
61-63	Increase Toughness +1		
64-65	Increase Parry +1		
66-68	Wall Walker		
69-70	Flight (Pace x2, Climb is Pace) Gains wings		
71-73	Horns (Str +d6) (Gore attack if charged at least 6". +4 damage.)		
74-75	Go for the Throat		
76-78	Fleet Footed		
79-81	Prehensile Tail Gain Prehensile, spiked tail. May Tail Lash, an extra attack, and damage is Strength +d6-2, and provides Reach		
82-83	Stretchy. Can squeeze through spaces 1/4 of size, but at 1/2 pace	27-28	
84-86	Improved Frenzy	29-30	
		31-32	Fleet-Footed

**Increase Terror and Mental Anguish by two steps
*Increase Terror and Mental Anguish by one step

MONSTROUS EDGES

Roll a percentile die and consult the chart below. If an Edge is rolled twice, simply discard it and roll again. Should a result require certain Edges or skills to be at a given level, then the necessary prerequisites should be added to the creature immediately.

d100	Edge
1	Masked
2-4	Alertness
5-6	Ambidextrous
7-8	Berserk
9-10	Brawny
11-13	Fast Healer
14-15	Quick
16-18	Block
19-20	Improved Block
21-22	Combat Reflexes
23-24	Dodge
25-26	Improved Dodge
27-28	First Strike
29-30	Improved First Strike
31-32	Fleet-Footed

REALMS OF CTHULHU

- 33-34 Florentine
- 35-36 Frenzy
- 37-38 Improved Frenzy
- 39-40 Hard to Kill
- 41-42 Harder to Kill
- 43-44 Level Headed
- 45-46 Improved Level Headed
- 47-48 Marksman (Add Shooting d6, or increase by 1 die type)
- 49-50 Nerves of Steel
- 51-52 Improved Nerves of Steel
- 53-54 Steady Hands
- 55-56 Sweep
- 57-58 Improved Sweep
- 59-60 **Trademark Weapon:** Fighting (Fighting d10, or increase +1 die type, Alien Blade Str+d6)
- 61-62 **Trademark Weapon:** Shooting (Shooting d10, or increase +1 die, Alien Shooting weapon, 2d6, 6/12/48)
- 63-64 **Improved Trademark Weapon:** Fighting (Alien Blade Str+d8)
- 65-66 **Improved Trademark Weapon:** Shooting (2d8, 12/24/72)
- 67-68 Two Fisted
- 69-70 Command
- 71-72 Fervor
- 73-74 Hold the Line!
- 75-76 Inspire
- 77-78 Natural Leader
- 79-80 Ace
- 81-82 Acrobat
- 83-84 Investigator
- 85-86 Jack of All Trades
- 87-88 McGyver
- 89-90 Scholar
- 91-92 Thief
- 93-94 Charismatic
- 95-96 Strong Willed
- 97-99 Danger Sense
- 100 Healer

SAMPLE CREATURE

Charles decides to use the Creature Generator to create a new villain for his campaign. He has no clear preconceived idea of what he wants, but rather decides to let the tables shape his creature and make changes as he goes along.

He rolls a Tainted Human as the creature type and the next couple of rolls reveal a Veteran male in service to an Independent Race. Rolling on the Mythos Tales table, Charles finds the race his evil minion serves to be the Chthonians.

At this point, Charles begins to get an idea of what he would like his arch-villain to be able to do. The plot for the campaign begins to suggest itself too, as the details begin to fall into place. Rather than rolling for all the Edges and Hindrances, Charles decides to simply choose the entries that best fit the developing vision of the creature.

As a Veteran character, the Tainted Human gains 2 Hindrances, 3 Edges, 2 Minor Gifts, and 1 Major Gift. Charles decides to choose Elderly and Ugly as the minion's Hindrances, noting that the individual is incredibly aged, and after decades of loyal servitude to his Chthonian masters, has begun to take on several traits of the Great Worms. As a result, his decrepit frame is tight and swollen, as if over-filled with liquid, while his skin has become partially translucent (Elderly). A number of long, thin tendrils dangle from the back of the cultist's arms and legs. Though not truly tentacles, these rubbery appendages can move a small amount and the old man has some limited control over them (Ugly).

For the Tainted Human's Edges, Charles decides to further develop the Chthonian's hold over the individual and the various traits of theirs he has adopted.

First, the cultist can whip his dangling tentacles up to deflect incoming attacks (Block). As the tentacles relentlessly parry, the cultist watches for an opportunity to catch its victims off guard. As soon as he detects an opening, the wily devotee spins it's lower tentacles in a wide arc, catching its attackers by surprise and lashing at them suddenly (Sweep). Finally, the Chthonians have granted their loyal servant resilient fleshy skin, like their own rubbery hides (Fast Healer).

MYTHOS TALES

The next step is to assign the creature the two Minor Gifts and one Major Gift granted by his dark masters. The decades of servitude have given the Tainted Servant ample time to attract a core group of weak-minded followers (Followers), who protect and venerate the old man and worship the Great Worms to whose service he has dedicated himself utterly. What's more, the Chthonians have further blessed the disgusting cultist with gifts to protect him from harm. The tentacles hanging loosely under his voluminous robes can be brought up in an all but impenetrable defense (Blessed Parry).

The cultist's final enhancement is his Major Gift. To complete the vision of the villain that Charles formulated early in the process, he chooses the Earth Meld power from the Major Gifts list, allowing the cultist to Burrow, (see the *Savage Worlds* rules for more on Burrowing).

With the important details decided after just a few rolls, Charles has a great concept for the villain who will form the centerpiece for his new campaign. The story will revolve around uncovering a cult dedicated to the worship of the Chthonians. As the investigators unravel more and more clues, they uncover links to a mysterious figure at the center of the cult. Few ever get to see him, but he is incredibly old, and those who do claim to have seen him often report he is an unsettlingly ugly man, whose skin is a translucent milky color and who some claim has tentacles instead of arms.

The campaign will unfold by pitting the characters against the followers of the vile cultist first, but in time they track down the man's lair in the hollowed-out tubes deep below the earth. If the investigators manage to solve all the clues, they can discover the cult's prize tome that summons and controls a Chthonian. If they fail, the Tainted Human has the tome with him at the showdown, and uses it to summon a mighty worm. He uses his tentacles to deflect and parry, with the occasional sweep to keep his foes off-balance. In the meantime, he summons a Chthonian to slay the enemies of the cult. If it ever looks likely that a battle is going against him, he Earth Melds to escape the scene, and lives to fight another day.

Destroying the cult, killing the Tainted Human, or defeating a Chthonian all count as a successful resolution to the campaign. Not bad for a few rolls on the Creature Generator!

The following four Mythos tales each focus on one of the four campaign frameworks, and are suitable for investigators of any experience level.

These adventures are overviews of a story with a few key scenes that cover the most important action in the scenario. As such they are suitable for a single session of play with only a moderate amount of extra work needed from the Keeper to flesh out the details. You should feel free to expand upon them if you wish to use them as a basis for a longer scenario or even a campaign. So in the Paradise Lost adventure, for instance, you could explore what the Frozen One city looks like and what secrets it holds, what Reeds learned or endured, and how the baby figures in the overall plot to glorify Ithaqua. What will happen to the child once it is returned to civilization?

Adjustments should also be made to the year or background information if necessary, to integrate the tale more easily into your ongoing campaign.



REALMS OF CTHULHU

FRAGMENTS OF MU

The investigators are in attendance at the Museum of Charleston's Rare Finds Exhibit. They are seated at a banquet table in the Antiquities Hall when Dr. James Appleton takes the stage. He is awkward and fidgety, but not lacking in excitement as he reveals this month's exhibit as Fragments of Mu: Studies of the Lost Continent. He looks not at all like the renegade explorer-scientist Dr. Appleton is supposed to be. He then introduces a lovely young lady who's been confidently standing to his left as Dr. Jennifer Appleton.

She quietly begins, "I never expected my work in cryptozoology would help uncover the strange and wonderful continent of Mu. That's my brother's work, not mine. I look for unclassified creatures, and put tiny Latin labels on them for the scientific community. It was during this work that I discovered a small chest. I picked the lock, and found some maps and other artifacts within. Items my brother has identified, codified, and now presents to you this evening!"

PARTY'S OVER

At this point, an explosion erupts into the room, destroying the door to the exhibit, and knocking out the lights. For a moment, there is absolute silence, then a ringing in the ears. Small fires burn about the room, but are dying little deaths, still they provide some illumination. Dr. James Appleton is in a heap, his neck broken. Everyone else, besides the investigators and Jennifer Appleton, are dead from the blast.

"The curse!" she gasps.

NO WAY OUT

For the duration of the scenario, all of the exits are blocked by fire and rubble. Should the investigators be insistent upon trying to force their way out, have a small Formless Spawn (detailed later) ooze out from beneath the morass and loom there menacingly, only attacking if provoked.

CULTISTS A GO-GO

The Children of Mu came to claim the items of the exhibit as their own, and destroy those who sought to violate their sacred property. They have no supernatural abilities, but half of them have revolvers (and Shooting d6).

• Cultists: 2 per Investigator. (p. 118)

THE CONTENTS AND THE CURSE

The chest contained an assortment of curious gold coins, a scroll case, several books, an iron dagger, a pair of gauntlets, a necklace, and a strange looking insect encased in blackish amber. She tells them that her brother gave her the necklace to wear for good luck, and the insect is being studied even as they speak by her assistant, Thomas.

The gold coins are a blob of molten metal. Any indication of their original form is impossible to tell. The scroll case is remarkably intact. Though empty, a successful Knowledge (Mythos) roll indicates it is magical. The iron dagger is intact, as is the left gauntlet. They are both normal.

The scroll case is marked with the Banishment of Shan in early Latin. It is Arcane Lore +2. Note: It is suggested that any investigators possessing Knowledge (Mythos) should be able to cast this spell "on the fly" as it were (according to the optional rules found in the sidebar on page 71).

THE CURSE

Dr. Appleton is aware of the Curse of Mu her late brother had told her about. She recalls him stating that "Friends shall become foes as the shadows crawl". She had dismissed it as superstitious rubbish, but in light of events, is a bit uneasy now.

THE BASEMENT

Groaning can be heard in a corner of the room as the investigators enter. Thomas is slumped against a wall. Anyone taking the time to look around notices small bits of black amber are upon the tabletop. Dr. Appleton notes that the insect is missing. If asked to describe the creature, investigators with Knowledge (Mythos) may roll to see if they know what it is. Success identifies it as an Insect from Shaggai.



Jennifer and her brother James argued bitterly over whether or not to carve into the black amber, so she could dissect its contents. He finally capitulated. As it was so close to the exhibit opening, Jennifer sought to reconcile with James by helping him get things ready, and set her assistant, Thomas to work.

Thomas accidentally freed the insect, and when he did, it burrowed immediately into his brain and took him over. It seeks to destroy any life in the library, by first awakening the shadows (black amber) into Formless Spawn. Failing that, it will resort to a direct confrontation with the party.

PAINT IT BLACK

Thomas is under the control of his master, an Insect from Shaggai (see page 140). It is an ancient and wise Shan that possesses the ability to Summon Formless Spawn and other powers at the Keeper's discretion. It wants revenge for being trapped for so long, but wants to avoid direct confrontation if at all possible. When the investigators stumble upon Thomas, a Notice roll lets them see that a d4 bits of amber grow and spread into Formless Spawn (see page 121). Give the investigators a round to act while they transform before drawing initiative cards. They may attack any of the investigators and Dr. Appleton, but they go out of their way to avoid Thomas. Some bright investigators may think to knock Thomas out. If they succeed in doing so, the Formless Spawn are Shaken, but may make Spirit rolls to recover as normal. Even then, they will not seek to devour Thomas.

BITS OF AMBER

These small, black bits of amber may be used to Summon Formless Spawn. Each bit may be used one time. The proper rituals must still be known to the caster. There are a d4 bits remaining after the Insect from Shaggai's summoning.

CONFRONTATION

Should the heroes decide to attack Thomas or if they are on to him, "Thomas" attacks. It is considered masked until it reveals its true nature, and then it may semi-phase and attack with its nerve-whip. If Thomas is rendered unconscious during the battle, it seeks refuge in another host body.

THOMAS POSSESSED

This integrates Thomas' physical attributes with the mental attributes of the Shan. Their skill set is blended as well.

Attributes: Agility d4, Smarts d12, Spirit d12, Strength d6, Vigor d6

Skills: Fighting d8, Knowledge (Antiques) d10, Knowledge (History) d10, Knowledge (Mythos) d12, Notice d6

Pace: 6 **Parry:** 6; **Toughness:** 5

Terror: -2; **Mental Anguish:** Spirit+d6

The only hope the investigators have of defeating it is by using the Banishing Spell on the scroll case.

A FEW SUGGESTIONS

If you are using the suggested play style of Heroic Horror, you should be a bit freer with the bennies than in other play styles, placing an emphasis on action. Keep the tension levels high with the fire and the Formless Spawn, and embellish when inspiration takes hold. This is an ancient museum after all. Unlike the following Mythos tales, Fragments of Mu should feel more like the latest incarnation of *The Mummy* than *In the Mouth of Madness*. Be liberal with hints and clues about the fire and allow props to be readily available in the story line. If they want to root about for kerosene, let them find the janitor's closet, but keep the action high—have a Formless Spawn inching towards them as they must fumble with the lock.

RESOLUTION

The end game of this scenario is intentionally left wide open. It depends upon your play style. Does the Shan decide to lay low? Does it hope and plan for some greater evils down the road? Do the cultists have clues to where they came from or why they're here? Taking the Heroic Horror aspect to heart, it's most natural to expect the investigators to lay the cultists low, to fend off the "shadows" with torches, and to finally have a confrontation with the possessed Thomas somewhere in the Hall of Weapons, while its master drones on about its superiority to mankind. By taking a step in any direction, the aftermath could be far more bitter and final for all parties involved.

REALMS OF CTHULHU

PARADISE LOST

The investigators are sent to the Antarctic to investigate a disappearance at Paradise Bay. Each investigator is provided with warm clothing and equipment suitable to their role in the team.

THE STORY

In 1921, an underfunded scientific team comprised of Copeland, Norman, and Reeds went to survey the Antarctic Peninsula, and explore Snow Hill Island. Ice blocked their passage, so they instead landed on a small patch of barren land the whalers had nicknamed Paradise Bay. At this point, Norman refused to disembark, and returned with the whalers. Copeland and Reeds vowed to stick it out, and set up a base camp, planning to make the overland journey to Snow Hill on foot.

The whaling vessel *Slaansbor* came back before winter set in to see if they changed their minds, but both men seem determined to stay on until spring, despite the fact their overland survey was complete. When the *Clenanville* came through after the spring thaws, the camp was empty, though nothing was disturbed. Spooked, the crew made a hasty departure. No one has returned until now.

PARADISE BAY

The weather is bone-chilling, despite the cold weather clothing. The whaling ship *Nordenskjold*, drops a rowboat loaded with supplies into the water, and sends the party on their way. The crew refuses to land, but the English captain, Charles Lester, agrees to check on their condition each week, weather permitting.

The abandoned base camp still stands, though in some disrepair. It is an amalgamation of wooden crates and tarps adjoining an old hut that seems to have been standing there for decades. The interior of the hut appears to be large enough to accommodate six men comfortably. Two sleeping bags are on the floor, as though recently used, and a set of cold weather gear is hanging from the ceiling. A plate of food, now frozen, sits on a makeshift table next to a half-empty bottle of bourbon.

Copeland's journal is in the bottom of one of the bags. A quick skim determines that Copeland starts off normal enough, accounting for their surveying time, until they reach Snow Hill Island, when something disturbed him. He talks about Reeds' dealing with the local Eskimos, who were too shy to meet Copeland. It seems that Copeland saw something on Snow Hill Island and fled, while Reeds laughed at him. He finishes by saying he'd shoot himself, if Reeds hadn't kept the gun, and can only wait until the wind and water greets him.

This is a Mythos book that grants a +1 Knowledge (Mythos) if read, and nothing if skimmed. It contains a chant that Copeland overheard Reeds learn from the "Eskimos" entitled "Call to Trade". It allows the caster to summon a Frozen One.

SURVEYING THE LAND

After the investigators settle in, they find strange footprints that don't belong to them. A successful Tracking roll reveals two sets of bipedal footprints. The smaller set disappears at the coastline, while the other set is in the direction of Snow Hill Island.

THE THINGS IN THE NIGHT

Each night the heroes remain at the camp, a terrific wind makes the entire hut shudder. From out of the chilling water come the Frozen Ones. There is one Frozen One for every three investigators. They noticed the whaling ship earlier, and don't take kindly to trespassers. They fight to the death.

FROZEN ONES

Appearing similar to their Deep One cousins, they possess a thick layer of blubber, and a white dusting of fur over their entire bodies. They actively worship Ithaqua.

Frozen Ones: Use Deep One stats on page 120 (but increase Armor by 1 for thick blubber).

ACROSS THE ICE

Reaching Snow Hill Island is a strenuous, five-day hike. Even with appropriate clothing, the heroes must make a Vigor check each day or gain a level of Fatigue from the extreme conditions. If the investigators did not carry any, they find a satchel half-buried in the frozen land containing a patch of seal-skin protecting six sticks of dynamite.



THE RUINS OF SNOW HILL ISLAND

Appearing as jagged outcroppings from afar, Snow Hill Island shows signs of past civilization. A tall black spire juts from the frozen glacier. A hole has been breached in the spire, and within it three rooms are linked by a short corridor. The walls are covered in mysterious arcane carvings.

BEDROOM

This room has a small fire burning within a golden brazier, and a bed carved from whale bone. Jars with floating eyeballs and brains are lined along one wall. One of them is labeled ‘Copeland’.

NURSERY

A whale bone cradle contains a small baby girl, sleeping—Reeds’ daughter by a Frozen One. The shells of deep-sea crustaceans decorate the wall.

LIBRARY

Books, long frozen and ruined, line the walls. An ancient sigil in the ground, with a hole in the center, provides access to the Frozen Ones’ underground

city. Reeds sits on the missing stone, the one marked with the Seals of Closure. Driven mad by his experiences and contact with the Frozen Ones, Reeds is a willing servitor to Ithaqua, and serves to restore its glory. If intruded upon, he gives the investigators the opportunity to leave unharmed. If they have his daughter, his word is good, otherwise, he blows his coral horn at the first opportunity, calling forth a d4 Frozen Ones. Each round, one appears on Reeds' action, crawling out of the chasm in the building.

THE CHASM

Should investigators return the stone to the proper place, the Frozen Ones immediately fall into a mystic slumber.

RESOLUTION

If Reeds is killed, the Frozen Ones do not seek retaliation if the investigators have kept the baby safe. The Frozen Ones want their spawn to return to the world of man, and leave them untouched. If the baby is slain, they go mad, overwhelming the island.

REALMS OF CTHULHU

FALSE IDOLS

Benjamin Sloane is an art dealer and a bitter man who has crossed paths with one or more of the investigators over the years. So for him to contact any of the investigators is unusual. He sounds nervous and agitated on the phone, and insists on a face to face meeting as "they may be listening" and he doesn't know who else to turn to for help. Certainly, not the authorities, as Benjamin has always been a bit shady in his dealings, not above forging an occasional piece of art. However, he may now have crossed the wrong person.

SAINT OR SINNER?

A man named Thomas Saint recently came in to buy a specific collection of Russian matryoshka (nesting) dolls purported to have been owned by Rasputin. Through his connections, Sloane managed to acquire seven of the nine dolls, but could not get his hands on the remaining two. Those, he had forged by Nikola G, a disenfranchised Serbian, who migrated to New York in the nineties.

Mr. Saint examined the collection and immediately spotted the fakes, however, and strongly suggested that Sloane locate the last two if he valued his life. As if to emphasize the point, Sloane heard soon through mutual friends how Nikola had a serving of shotgun for dinner.

Through his remaining contacts and wealth, he's managed to locate the whereabouts of the two idols. One is being held for him in an old church in the city, and the other one is in Singapore. He wants the investigators to retrieve them and is willing to pay handsomely.

THE MYSTIC DOLLS OF TANESHEV

The two missing Russian matryoshka dolls are the smallest of the set. One depicts Cthulhu and the other simply bears the Yellow Sign.

The Cthulhu nesting doll stands about 4" in height and, like the others, is made of aspen. It has no innate properties. The Yellow Sign doll is 2" in height, and is surprisingly heavy, weighing a half pound. Unlike the others, it is made of oxidized uranium. The sigil upon it is gold leaf.

THE WANT AND THE NEED

Mr. Saint is an accomplished scholar, obsessed with Rasputin. He also is a practitioner of the dark arts. Mr. Saint is dying of tuberculosis. His research indicates the Yellow Sign doll bestows great vitality to any who possess it, providing they give due umbrage to Hastur, in its guise as the King in Yellow.

GETTING THE FIRST DOLL

Hill Chapel is one of the older churches in Charleston, nestled between Tenner's Bed & Breakfast, and Waht Lee's Imports.

When the investigators arrive at Hill Chapel, they immediately notice the delapidated church is boarded up. They can hear movement within the Church as they near it, and several wharf rats scurry out between rotted boards, followed by smoke. The building is suddenly on fire. Anyone peering within can make out a figure who seems to be struggling to get away from the encroaching flames, but they seem to pull him back, as if they are alive. His eyes lock on the first person peering in and he screams for help. A moment later, there is a blinding explosion, and the fire is gone, with naught behind but a smoldering corpse. The scene is extremely grotesque.

The body is an adult male, but otherwise charred beyond recognition. A metal box lies open on its side near his body. Within is a nesting doll damaged by the fire, the paint peeling off of the horrendous figurine. Knowledge (Mythos) identifies it as a representation of Cthulhu. After the investigators have speculated a bit, a door in the back of the Chapel opens before them. A slender figure stands in the doorway. "I've been waiting for your arrival. Not a moment too soon."

THE LAIR OF LEE

This small office butts up against the back of Hill Chapel. Cheap bric-a-brac sits atop old file cabinets, and an old ledger shares space on the metal desk near a statue of Buddha and sickly-sweet burning incense. On Lee's side of the door are boldly emblazoned occult symbols. A successful Knowledge (Occult) roll reveals they are symbols of protection from various mystical disciplines. The thin man motions them to sit down, and introduces himself.



Chunky Lee is a Vietnamese man in his early thirties who runs his father Waht's import business. Mostly on the up and up, Chunky manages the family's relationship with Benjamin Sloane, having snuck various items past customs for him over the years. The Cthulhu nesting doll had been delayed due to "unforeseen circumstances", Chunky heartily apologizes. He pulls a small cardboard box from a stack of them, and casually tosses it to one of the investigators. Within the box is the true Cthulhu nesting doll. He does offer some advice and aid.

"Through my associates, we discovered the other statue is in a private collection in Singapore. It is beyond their reach. It belongs to someone known as Silk Prince. I would recommend that my niece, Susie, accompanies you."

Susie Lee is an attractive young lady who wants no part of the family business. Her uncle, Chunky, is concerned with the latest commission he received, and wants it resolved as quickly as possible. Chunky knows people are dying over these dolls, and wants out. He's not an idiot, and knows it's only a matter of time before whomever, or whatever, wants the doll are going to trace it back to him. All he did by sacrificing his employee, Eddy, was buy himself a little time. While not a true believer in the occult, Chunky is a tad superstitious, and wants Susie to ensure things are taken care of properly. She is a professional art appraiser.

SINGAPORE CITY

Tommy Scrimshaw, their contact, arrives at the airport to meet them. He looks very nervous. He gives them the address of the Silk Prince, but warns them of the dangers, and offers to sell them two pistols from his personal stash.

ABOUT SICK PRINCE

Silk Prince runs a small club in Singapore City known as the Black Lotus. It is a legitimate front for his illegal drug trafficking operations. In his youth, he was known as Red Dragon, a brutal enforcer for the Sio Kun Tong. During his rise to fame, the Yellow Sign came into his possession, and his habits became peculiar and sanguine. Those who crossed his path were often later found the victims of twisted, ritualistic killings unlike any ever seen. His brothers "killed" him for the attentions he drew to their enterprises, and disposed of his body in the ocean. The Yellow Sign doll he wears about his

neck, and his fealty to Hastur, protected him. When he reemerged from his murder, he systematically set about undermining Sio Kun Tong until they begged to serve him.

THE BLACK LOTUS

A small private club, entry to the Black Lotus can be gained with enough cash. A number of Westerners are seen coming in and out of the place, despite the fact it is in a very run-down, isolated part of Singapore City known as Yellow City. People entering the bar are given the once-over with a hand-held metal detector, so direct entry with weapons is impossible. The employee entrance around back is kept propped open, so they can sneak cigarettes in the alley. Usually, Sedo, a heavy-set cook, is found here, and is extremely open to bribery.

Silk Prince looks to be tan and fit, somewhere in his mid-forties. He dresses in silk pajamas, and wears no shoes. He wears a simple leather necklace around his neck, and no other apparent jewelry. A large, ugly scar mars his otherwise fine features, running from beneath the outer corner of his left eye across his cheek. He lives on the upper two floors of the club. If confronted about the Yellow Sign publicly, he laughs it off, and calls for his enforcers to escort them out. Two enforcers stand watch outside of the door to his bedroom at all times. His windows are all barred and shuttered on the upper two floors of the club as well. His bedroom is a large suite where he spends much of his time after his club closes. If investigators manage to get into his room, he is usually found meditating, clenching the Yellow Sign in one hand.

The Yellow Sign conveys Fast Regeneration to those who have given themselves over to Hastur, and +2 on all Vigor rolls. Someone may target the necklace at -4. The cord has a Toughness of 2. If broken, the Yellow Sign falls to the floor, and Silk Prince loses the bonus to Vigor rolls and the benefits of Fast Regeneration in a d4 rounds. If knocked to greater than -3 wounds, he falls and appears dead (even to close examination) until his wounds have fully healed.

RESOLUTION

If Silk Prince is defeated, the Black Lotus goes into an uproar, affording the investigators an opportunity to escape Yellow City back to the airport.

BAYHAVEN LIGHTS

The year is 1925. The investigators hear that the Bayhaven Lights were seen over Bayhaven two days ago for the first time in three years. The news reports a laughing sickness is spreading through one of the poorer neighborhoods of Bayhaven, and the medical examiners are baffled. Several people have had to be hospitalized.

The investigators either have a friend or relative suffering from the sickness or know someone in the medical community. Alternately, the investigators are just intrigued enough to see what's going on.

THE BAYHAVEN LIGHTS

Since 1688, the Ghost Lights were spotted over the little island that came to be known as Bayhaven. Scientists claim the Ghost Lights are atmospheric anomalies recurring at random, yet somewhat predictable intervals roughly equating with the Summer and Winter equinoxes. They believe the unique composition of the soil, combined with varying degrees of humidity throughout the year create the conditions causing the Ghost Lights. The point of dispute among scientists is the complete absence of the lights some years. The light shows last from a few minutes to several hours, seeming to descend like wispy clouds before disappearing into thin air. Crackpots claim to have seen witches, devils, and flying men within the translucent greenish yellow glow. At their brightest, the lights can be seen from Charleston.

In 1911, a land developer bought up the worthless scrap of land for a song and sought to develop it, but the strange Ghost Lights spooked more people than it attracted. The developer sank a lot of his money into marketing the Ghost Lights as the Bayhaven Lights. He even had a jingle played on the airwaves, "Bayhaven Lights, Bayhaven Nights" that caught on for a while. The name stuck, but it was too late. His company went belly up, before he could fulfill his dreams of developing a cozy little resort community. The new owner had other plans, and dubbed Bayhaven "the land of affordable living", and created the shabby little island that Bayhaven is today.

A BIT ABOUT BAYHAVEN

Bayhaven is a small island, southwest of Charleston proper, that never quite took off as a resort community the way the developers had hoped. Instead, it is a bed of crime, poverty, and overcrowding. Despite its bad reputation, people need a roof over their heads, and the rent is cheap in most places. The island has a ferry that runs twice a day from the mainland like clockwork: once at 6AM and again at 6PM. The only way off the island other than that is with a rowboat and a strong back.

VISITING PATIENTS

Of the dozen or so people treated and released, two others have been sent to Hilton Head Asylum for psychiatric study, while a third is maintaining a tenuous grasp on sanity. The investigators are free to discuss things with the patients, providing they don't upset them. The giggling patient is either a friend or relative of the investigators, or should be determined on the Supporting Cast Table.

All this patient can remember is going to bed early. A successful Knowledge (Psychology) roll enables them to recall one other fact, the night was really hot, so they slept with the window open. If examined, a successful Notice -2 roll reveals a vertical razor thin cut on the back of the patient's neck about three inches long. Though precise, the cut did not pierce the skin.

Finding out information about patients released (such as their whereabouts) requires a successful Persuasion -2 roll.

VISITING BAYHAVEN

Even during the day, Bayhaven appears drab, as though color has been pulled out of the buildings. The people are generally distrustful, and any patients contacted are still nervous from their ordeal. They remember little more than watching the lights, and going to bed. If convinced to show their necks (successful Persuasion roll), a marking about half the length as the one on the hospitalized patient can be seen.

HEY MISTER

After the investigators have exhausted their leads, a small boy named Johnny, dirty and scruffy, approaches them. He asks them if they've seen



his dog, because it ran away from home, and he can't find it. The boy looks to be all of eleven. If engaged in conversation, he's friendly and likeable, and hasn't had the Bayhaven bias against the Charlestonians driven into him. He tells them it probably has something to do with that strange new bird Mrs Wiggins got. He is glad to tell them all he knows about Mrs. Wiggins, and repeats that he has to find his dog before it gets dark. If the investigators help the boy, it takes a d4 hours to track down the mutt, but they each get a benny.

ABOUT MRS. WIGGINS

Neighbors have long said that Mrs. Wiggins was always a bit spooky, but with the death of her husband last year, she really went around the bend. She started collecting birds. She catches them in traps in her back yard, and then she takes them inside. Some of them she stuffs, while others she puts in cages. Johnny thinks she caught a really big one the other night, because he heard her starting to laugh really loudly, like she always does when she catches one, but he couldn't be sure, because he was watching those strange lights.

Johnny shows them where Mrs. Wiggins lives at 1308 Masters Street. If they have visited a number of the other patients, or have their addresses, they can tell that Mrs. Wiggins' home is no more than two blocks from any of the victims.

THE HOME OF MRS. WIGGINS

No one answers the door to Mrs. Wiggins plain, two-story house. The cheap lock can be forced with a successful Strength roll. On the floor is the dead body of Mrs. Wiggins with her face frozen in a death grin, and her eyes pecked out. She looks like she has been dead for several days. Her birds are flapping about crazily on the floor, and have been feeding upon her flesh. None of the dozen or so birds do more than flutter, as their wings have been apparently broken. Examining one of the birds closely shows that the wing was intentionally broken with something small, like a rubber mallet. The same holds true of all the other birds.

LAIR OF THE NIGHTGAUNT

The second floor has become the lair of the Nightgaunt that Mrs. Wiggins trapped, tortured, and nursed back to health. The Nightgaunt is in

good health now, except for its crippled left wing. No longer able to fly, the Nightgaunt's tickler has grown stronger, where it can actually make its victims laugh to death. Each night, it is driven to hunt, and before daybreak it returns to its lair, the home of the late Mrs. Wiggins.

CRIPPLED NIGHTGAUNT

Abilities: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d10, Notice d10, Stealth d12

Pace: 6; **Parry:** 7; **Toughness:** 7 (2)

Terror: -1; **Mental Anguish:** Spirit+d4

Special Abilities

• **Armor+2:** Thick skin.

• **Tickler:** A Nightgaunt can attempt to tickle any opponent he has grabbed as a free action with his razor-sharp tail. With a successful touch attack, the target must pass a Vigor roll or begin laughing so maniacally that he is Shaken. He cannot attempt to recover from being thus Shaken for a d6 rounds. Should the target roll a one on its skill die, this condition lasts a d6 hours. This die roll may ace. Each hour of extended laughter requires a successful Vigor roll or the target suffers a level of Fatigue. If medicated, the patient may be able to sleep through its effects. Every six hours of continuous laughter incurs a Guts check or the character suffers 2d4 Mental Anguish.

RESOLUTION

If the investigators are able to defeat the Nightgaunt, life in the little community can continue as normal. Assuming they can dispose of the Nightgaunt's remains, the investigators should be able to report Mrs. Wiggins' death and let her take the blame for the recent mysterious events.

The strange phenomenon of the Bayhaven Lights continues, of course, and may yet have a supernatural explanation. The investigators may have to set up base in Bayhaven for a while to track down the source of the mystery. Or perhaps the combination of an amazing natural event and a bizarre murderer will cause "The Birdy House" to become a macabre tourist attraction—its notoriety starting the revival of the island's fortunes. Young Johnny makes a tidy living retelling his ever more embellished tale.



MYSTERIES OF DRAKE MANOR



In this section, we present to you our addition to the Mythos: Drake Manor, a decaying estate with dark secrets and rotting souls, the ideal location to get your campaign off to a good start. Whether you use it as a recurring focus of mystery and intrigues of your own devising, or use the Mythos Tale outlined, you and your players are certain to have a bone-chillingly good time.

Locale: *Mysteries of Drake Manor* is set in Charleston, SC in the 1920s, however, the Drake Estate can be located on the outskirts of any remote coastal city, such as Innsmouth. The Keeper may adjust the tableau to take place in a different era as well, but should keep in mind the variations in apparel, equipment, and so on. The scenario is designed in such a fashion that no one play style lends itself better than any other and is more a matter of personal preference.

Keeper Tips: *Mysteries of Drake Manor* provides the creative Keeper with plenty of opportunities to shape the direction of his campaign from the outset. While the main through line is the resolution of a murder, numerous other questions will arise for the investigators during the course of play. The Keeper should carefully read through this section to determine what elements he wants to bring to the fore and how best to shape future events. As with any Mythos Tale, there may not be a clear cut resolution, only a tantalizing first glimpse into the mouth of madness.

Overview: The investigators are drawn into a murder investigation. The victim is not particularly disliked, but he had been associating with an exotic woman named Diamante, whose brother, Domiano, used his pet Byakhee to kill the man. Meanwhile, both of them seek a lost copy of *Cultes des Goules* that is hidden on the estate of Drake Manor. It is into this conflict that the investigators are thrust. There is more going on, as you will definitely see.

HISTORY OF THE DRAKES

Once upon a time, Isabella Drake fled from Florence, Italy as a young girl of seventeen. She only had a handful of books, three bottles of wine, and a warm blanket knitted for her by her own mother to keep away the horrors. When she arrived in the New World, she became a house maid, and caught the fancy of the young and dashing Isaac Wallace, a brilliant mathematician. Soon the two were wed, despite the family's disapproval. Cut off from his inheritance, Isaac made several failed efforts to start businesses of his own—he suspected his family of preventing his success—and committed suicide at the age of twenty-four, leaving Isabella alone and with child. George and Emma Wallace had a change of heart, and took Isabella and the baby, Thomas, into their home. She helped out with the cooking and cleaning, and within two years both George and Emma passed away under suspicious circumstances, leaving Isabella as sole heir to their estate. She collected her inheritance, boarded up the Wallace house, and was never again seen on American soil.

Twenty years later, her son, Thomas, came to America as a man of wealth and power. He returned to the Wallace Estate and renamed the grounds Drake Manor in honor of his mother. He legally changed his last name to Drake, retaining Wallace as his middle name. Thomas had learned that his mother's maiden name was Drago, which is Dragon in Italian, but when she arrived in America, her broken English made it sound like Drake, so it stuck. His mother had been remarkably fortunate in her investments when she left America. She had bought a new dress and some bits of fine jewelry, and was remarried to a Parisian diplomat, Emery d'Erlette whom she met while traveling across

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Europe. The man gave up his career for her, and through his contacts, started up a winery in the hills of Florence, a winery named in her honor, Il Dragone, a winery that became known for its distinct and full-bodied reds, a winery that made the family exceedingly rich and powerful.

Thomas had the estate restored, and time soon found him enmeshed in the politics of the area, wedding a prominent local girl, and becoming a city councilman. As the Drake Estate grew in prosperity, the children were traditionally sent abroad to undergo their educations, rarely seeing the estate until their twenty-first birthday, and then they usually never left the grounds again. This rich history, this little regard for wealth, and their occasional charitable works has made Drake Manor a sleeping lion in the three generations that have passed since Thomas' untimely demise. Rumors have arisen of how the family estate has dwindled in the present economy, and how the grounds and manor have fallen into disrepair since Sir Emery Wallace Drake III's fall from grace. Emery's son, Jonathan Drake, has little aspirations himself, and resents his father. Rather than studying abroad, he attends the local university and seeks low company in low places. It is no wonder then, that Jonathan Drake is found horribly murdered in a back alley one night. No wonder at all.

THE DARK TWINS

When d'Erlette committed suicide shortly after the birth of Isabella's second son, Maximillian, she reverted to her maiden name in all future personal and professional dealings and never remarried.

Her son inherited the winery and went on to marry a woman of lesser nobility, who died in childbirth bearing twins. Both Isabella and Maximillian mysteriously disappeared less than a year later, leaving the twins, Domiano and Diamante in the care of the family attorney, Henri Matoi, until they reached the age of majority. Matoi retained the family caregiver, Nagy Piros, to rear the children. Under Matoi's careful guidance, the family fortune increased ten-fold.

GETTING INVOLVED

The most expeditious means to get your group involved is to have them find Drake's body just moments before the authorities arrive.

THE BACK ALLEY

The night air is thick and the investigators' footsteps echo hollowly down the cobblestones. The moon hangs bloated and full over the harbor. A cool mist is in the air, coming off the water, not uncommon for this time of year. Suddenly, they hear a sharp scream from a block away. If they run, they arrive just in time to see an ominous darkness creep around the corner and hear the flapping of wings. Otherwise, they come upon the mangled corpse of Jonathan Drake. They have a few minutes to survey the scene before the police arrive.

THE DEATH OF JONATHAN DRAKE

Jonathan Drake was an alcoholic, a gambler, and an accomplished degenerate, all by the age of nineteen. He attended the College of Charleston, where he met and fell in love with an exotic gypsy girl who worked in the Market Square, a girl who went by the name of Diamante. Little did he realize who she truly was, or that his death knell was near. He was walking out of a bar when a Byakhee flew down, lifted him up, and threw him to the ground, before biting out his heart and flying away.

The body looks like it fell from a great height, twenty feet or more. However, bar goers all attest he was just within the tavern moments before, laughing and talking about meeting some girl at the Market Square. Most will be in shock at the horrible wounds inflicted upon him, and scream and rush away. When the police arrive, unless any of the investigators are active members of the local law enforcement, they are asked to move away from the scene and give statements.

DETECTIVE STRAWBRIDGE

A man in his early forties, Strawbridge has deep circles under his eyes and a nervous demeanor about him. He's been on the force a lot of years and has seen a number of strange things. He makes certain he personally interviews the investigators. He also

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is in the pocket of Sir Emery Wallace Drake, tasked with keeping his boy out of trouble and out of the news. He has his boys shake down the investigators for anything unusual they might be carrying on their persons, and placed in the trunk of his car. He then proceeds to ask them a number of hard questions about where they've been and what they've been up to. After that, he'll tell them not to leave town, and to meet him at the station house in the morning if they know what's good for them, and that they might even get their stuff back.

MISSING PERSON

If the investigators are cooperative, Strawbridge may mention that Drake's maid, Marianne Silvers, was reported missing three weeks ago as well, and ask them to keep their eyes peeled for any leads that may help them determine her whereabouts. An alternate adventure kick-off is to have a relative or close correspondent approach the investigators for help regarding the missing Marianne.

THE STATION HOUSE

Though it looks good from a distance, up close the station house has its whitewashed structure peeling in places, revealing rot and an obvious state of disrepair. Strawbridge is waiting on the front steps for the investigators, and ushers them into his office. He has all the officers remove themselves and closes the door. He tells them that he knows something weird happened, but he doesn't know what, and he needs to have it checked out, off the books. If the investigators agree to look into this, he'll wrap it up for the public all nice and neat. If pressed, he'll give a sob story about how he owes it to old man Drake for helping to put him through college. This is entirely on the up and up. Drake was friends with Strawbridge's father, a dock worker, and did pay the detective's tuition. However, Strawbridge has a healthy bit of fear about Drake, though he's never been able to sort out the exact reason why. If the investigators decline to check it out, he'll tell them he'll say that they've done the murder and put a bow on it for the district attorney. Either way, he'll have them escorted out the back door.

DRAKE MANOR

Bound by wetlands to the north, a forest to the south, and an inland waterway to the east, Drake Manor is a sprawling estate that is about twenty miles outside of the city proper. Roads are a mixture of gravel and dirt. Though signs just off the major interchange suggest that construction is underway, an observant eye notes they are rusting and pitted through years of exposure to the elements.

The house itself is a sprawling two-story Mediterranean style mansion with striking architectural lines, that has suffered from years of neglect. Still impressive, the Manor's fading yellow paint and dirt-stained windows suggest that its best years are behind it.

THE CREST

Prominent on the great entry doors and scattered throughout the house is the crest of the Drake Family which appears to be a highly decorative dragon clutching an orb. Closer inspection reveals the dragon is not quite a dragon and the orb is, in fact, symbolic of the Earth. Those with Knowledge (Mythos) may recognize it more properly as a Great Worm devouring the world.

THE STUDY

Lined with books, the study had been Sir Drake's retreat until recent events drove him to the observatory. A large ebony desk dominates the eastern side of the room, while along the western wall roars a great fire in a garish fireplace. Bookshelves run along the other three walls and are crammed with an assortment of books. Upon the mantle are various items of Drake's past accomplishments: statues, awards, and framed certificates. One small statue looks rather curious; it is crafted of a mineral of unknown origin and feels exceedingly cold to the touch. The item is a Tainted Relic. When first touching it, an investigator must pass a Guts roll or suffer 2d4 Mental Anguish as their mind is filled with a buzzing sound even as they feel they are trapped in a snowstorm. Knowledge (Mythos) reveals that it is a statue of a Mi-Go. Investigators with the appropriate background may note as well that it is thousands of years old. Its value is little,

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for it has been drilled through and used to conceal a lever that shifts the bookcase behind the desk open. Carefully examining the bookshelves reveals a series of sixteen astronomical books of which two are missing: those covering Italy and the Americas. They are written in Latin and date back to 1820. Several books are scattered about his desk, all dealing with aspects of Mars, the most prominent of them include *Astronomia nova aitioletos : sev physica coelestis, tradita commentariis de otibus stellae Martis* (On the Motion of the Star, Mars) by Johann Kepler and Tycho Brahe, written in Latin and published in 1609 and Percival Lowell's 1895 English language release simply entitled *Mars*. These works may, at the Keeper's discretion, add +1 to any research done on Mars related inquiries. Mathematical notes are scribbled across sheaves of paper littering his desk. The notes pertain to the trajectory of heavenly bodies, and detail an alignment between several planets, most notably Mars and Pluto.

BEHIND THE BOOKCASE

Stairs wind down into a private sub-basement off the study and into the wine cellar. They appear to be cut stone of indeterminate age, though the walls appear to be melted stone.

THE WINE CELLAR

Kept exceedingly cold, the wine cellar is, naturally, where the family vintages, Il Dragone, are kept after being shipped over from Italy. They are mainly reds, though there are a handful of whites as well. No vintage is under twenty years old. The bottles are wax sealed and metal stamped with the family crest. At the end of the cellar is a locked iron cell door. The key is kept within a lockbox (Toughness 3) by the door that has a simple combination lock (a Lockpicking success will open).

THE CELL

Inside the cell is a madwoman, the missing maid, Marianne, and the Ghoul, Scrambles. She protested about Emery's research a bit too much, so he "gave" her to Scrambles. Scrambles cut out her tongue and had his way with her, driving the woman quite mad.

SCRAMBLES

A wounded Ghoul that the groundskeeper, Samson, caught on the estate near the family plot, Scrambles has become something of the dark family secret. Once communication was established, Emery learned that Scrambles was something of a scholar among his kind. Emery's fascination with learning about the culture quickly turned to Mars and beyond when he learned that Scrambles and his brethren worshipped alien gods. He has continued telling stories under threat of death, but grew so melancholy that Emery gave him Marianne for companionship, and she placated him for a bit until she finally snapped. Scrambles is bound here; the stone walls prevent him from digging his way out. He has reached his end and will attempt to fight his way out. He can speak English haltingly with a heavy lisp. Should he hear anyone coming, he hides in the corner of the cell, waiting to spring out at them. He is not stupid, and will go for whomever he deems to be the biggest threat.

THE ATTIC

Filled with boxes of bric-a-brac and old war time memorabilia and cobwebs and dust, there is one locked trunk near a broken window. The glass is scattered across the floor and the dust on the floor around the chest has been disturbed. Examining the lock reveals that someone or something attempted to break into the chest, but it remains intact. There is a star symbol engraved on the lock that is identifiable as an Elder Sign to any who succeed on a Knowledge (Mythos) roll. A raise on the roll reveals that the lock itself is somehow enchanted. Within the chest are a bunch of old linens and blankets beneath which lies the book that Domiano d'Erlette quests after, *Cultes des Goules*. This is an Italian edition that is handwritten by Isabella Drake herself, and heavily influenced by Nyarlathotep.

CULTES DES GOULES

Author: Isabella Drake

Language: Italian

Year: 1707

Arcane Lore: -2

Spells: Touch the Darkness (Contact Nyarlathotep), Abyssal Command, Ritual of Return (Call/Dismiss Nyarlathotep)

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DRAKE MANOR



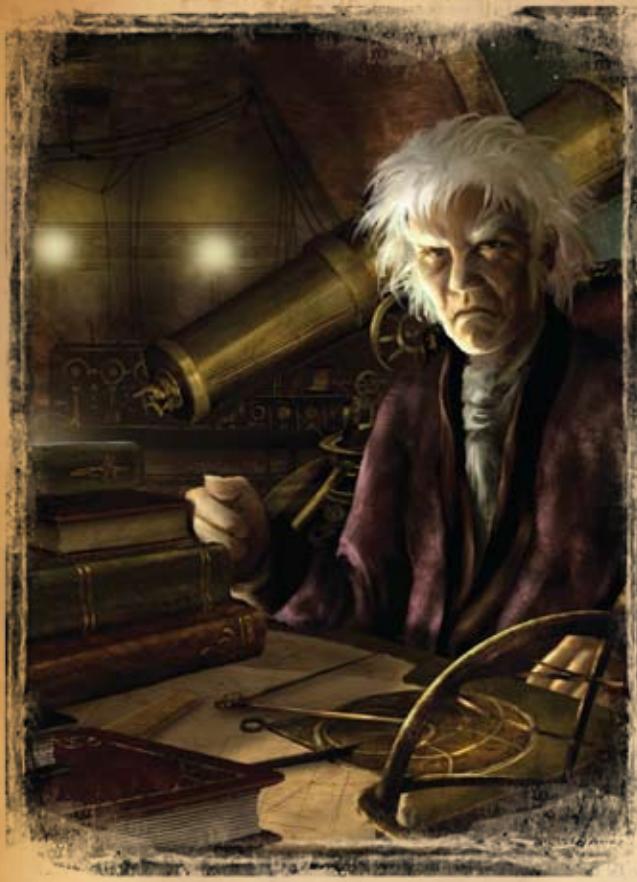
SCALE: 1 SQUARE = 6'

Various rooms and their fittings should be repurposed appropriately for the particular era selected. We've made things as generic as possible for ease of use.

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ABYSSAL COMMAND

Casting Modifier: -4

Range: Touch

Duration: Special

Trappings: Unholy glow, crimson pallor

This ritual gives the caster the ability to channel energies beyond their ken into their body. Once complete, the caster adds their Corruption to the next ritual they perform. Each use of the power by an untainted caster increases their Corruption by 1. The empowered ritual must begin immediately after this spell is cast or the energy is lost.

THE OBSERVATORY

Located in the upstairs tower, Sir Drake has placed the finest telescope his family fortune could acquire. This is where the astronomer spends most of his time. Next to the equipment is a ham radio that is tuned to static. When the investigators come in, he turns it off, and attempts to quickly usher them out, telling them he is very busy and there is

nothing concerning Jonathan here. He sleeps little, but when he does sleep, he locks the door. Attempts to pick the lock are at -2. The door itself is nothing out of the ordinary.

THE KITCHEN

A normal kitchen kept impeccably clean by Claudette.

THE MASTER BEDROOM

Sir Drake's room is large and luxurious with clean linen on the beds and smells freshly aired. The windows are still covered in dirt and grime, but fresh cut flowers are in several vases about the room. In the nightstand next to the bed are a service revolver and a box of ammunition.

JONATHAN'S BEDROOM

A den of dissipation, this room smells of tobacco and hashish, and several strange paintings are on the walls, depicting images of unnatural vistas and unearthly creatures. These are visions that Jonathan had when he was in altered states of reality and can allude to anything that the Keeper so desires, such as his own death or future events involving the investigators.

A bottle of absinthe sits on a writing table, still open, and it looks like Jonathan had begun a letter; the words read: Dear Diamante. The desk drawer is locked and contains several love letters to Jonathan from DD. The notes are all in Italian and smell faintly of lilac. There is no return address or postage mark. For any who read Italian, they essentially profess an undying affection for him and longings for their next tryst. Jonathan's desk calendar has the date he was murdered circled.

CLAUDETTE'S ROOM

A simple maid's room, this is where Claudette spends her evenings. She has a picture of her father, a military man, on her dresser, and a small diary tucked under her pillow, next to a small gun. The diary details her numerous flings with Jonathan, but more recently, goes on to relate how he has taken up

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with a new girl, a gypsy by the look of her, whom Claudette has seen in the woods at night, and how Jonathan has been very cool with her of late.

THE GROUNDSKEEPER'S COTTAGE

Samson has always refused to live in the main house. He felt that it hid something dark, and set about building this humble cottage during his first year in service. He keeps a shotgun handy, has a pit bull named Dodger, and often walks the grounds at night, but admits the past few months have felt unnaturally quiet on the property, so he's kept himself indoors more often than not.

He found the Ghoul, after Dodger had gnawed him up and disfigured him something awful. He thought it was a transient, as a lot of them trespassed on the estate, and took him into the study per Sir Drake's instructions. The next day, Sir Drake told him the vagrant had died, but he never saw a body come out, so he's no idea what happened to the poor fellow.

The cottage itself is a simple three room affair: a large living and dining area, a kitchen, and a bedroom. He does not allow anyone free range of his home—his shotgun and Dodger's short temper see to that. Should any investigator try the bedroom door, they will note that it is locked. If Samson is confronted about this, he advises them to mind their own business.

THE GROUNDS

Samson attends to the grounds with loving care. Even so, most of the plant life immediately adjacent to the manor is stunted and twisted.

THE WOODS

First growth forests surround the grounds to the south of the manor, and are dotted with numerous animal trails. The woods are lush and primeval, but signs of recent encampments can be seen during the day, and a gypsy camp can be seen on the other side. Especially apparent are the gypsy campfires at night. Explorations of the woods also reveal a stone circle and the mouth opening of a cave.

THE STONE CIRCLE

The ruined remains of a stone circle are stained by the weather and possibly even signs of blood. Crude symbols are carved into what can only be described as some sort of a toppled over tower. Anyone with Knowledge (Mythos) recognizes the tell-tale symbols of Calling, but of what is unknown, as certain symbols have been completely obliterated.

THE CAVE

The cave is where Domiano D'Erlette keeps his Byakhee during the day. Anyone entering the cave notes the foul stench of excrement in the opening, and bits of blood and bone just around the entrance—they can be identified as the remains of a very large black bear.

Further inside the cave is the Byakhee itself. It has been given strict orders not to be seen, so will attack any intruders. However, it has also been barred from leaving the cave, so will not pursue anyone beyond the cave's mouth.

THE GYPSY CAMP

Domiano has fallen in with the dozen or so gypsies who have begun to gather on the far side of the river. Together they sneak across at night to explore the forests, looking for trinkets of the past. While they are so engaged, Domiano has been sneaking into the mansion to look for the book.

IMPORTANT PERSONAGES

SIR EMERY WALLACE DRAKE

Born into wealth and privilege, Drake studied at some of the finest universities in the world, and was regarded as a preeminent astronomer. He was even knighted by the Queen for his work with the Royal Academy of Science in Paris.

However, fame fades fast, and his revelations of a dozen years ago made him a laughing stock in proper scientific communities. Drake, you see, was certain he had discovered proof of life on other worlds. Specifically, his research delved into the canals of Mars and life therein. He claimed to be quite close to making contact through the deciphering of cer-

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tain scripts and formulae he had discovered in his family's wine cellar. He was officially stripped of his title, and all his previous theories, whether sound or not, reside under a shadow of doubt. He didn't care and had an astrolabe built upon his property, spending great amounts of his family fortune, and shortly thereafter, committed himself to a six month stay at Arkham Asylum. People say it was the loss of face, the loss of wealth, or the general shunning of his company. He was no longer welcome in polite society and he withdrew even further into his studies and his work when he returned home. A widower, Drake had no one to watch over his son's escapades except Detective Strawbridge, and his interventions were growing more frequent and costly. Drake has grown stranger and more withdrawn, his voice and manners rusty from rarely talking with anyone outside of his staff, Samson and Claudette. His recent discovery of Yuggoth just over six months ago has excited him to no end and he rarely sleeps, doing little more than taking notes, peering through the telescope, and muttering to himself. Though once deeply concerned over the appearance of propriety (and thus he retained Strawbridge), he now scarcely realizes or acknowledges that his own son has died, but has no problems opening the house up to the investigators on the word of the detective.

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Knowledge (Astronomy) d10, Knowledge (Mythos) d6, Knowledge (Science) d10, Notice d6

Pace: 6; **Parry:** 2; **Charisma:** 0; **Toughness:** 5;

Sanity: 3; **Corruption:** 2

Hindrances: Clueless

Edges: Scholar (Astronomy, Science)

Defining Interests: Astronomy, Exploration, Literature, Mars, Poetry

Mental Affliction: Obsession (Astronomy) II

Gear & Equipment: Walking stick, smoking jacket, pipe

SAMSON

A hulking brute of Scandinavian descent, Samson is a superstitious man with pale white skin and piercing, translucent eyes. He is a devout Catholic who came into the service of Drake during one of the astronomer's Arctic expeditions to investigate the Northern Lights. He is protective of his master, and is a bit rough around the edges, despite his twenty years of service. He expected Jonathan to die young since he was always up to no good.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d6, Stealth d6, Survival d8, Tracking d8

Pace: 6; **Parry:** 5; **Charisma:** 0; **Toughness:** 5; **Sanity:** 5; **Corruption:** 0

Hindrances: Outsider, Heroic

Edges: Woodsman

Gear & Equipment: Shotgun, cross, hunting knife, first aid kit

CLAUDETTE

An attractive lady in her early thirties, she came into the household's service at the insistence of Jonathan after Marianne, their former maid and cook, disappeared, nearly a fortnight ago. She is recently with child by Jonathan, though no one knows it yet, not even Claudette. She was formerly a waitress and singer at the Copa Lounge on King Street, a place Jonathan frequented with great regularity. She is horribly saddened that Jonathan was murdered, and wants to help the investigators in any way she can. She has keys to all the doors in the house, even the cellar, though she has never been down there.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d4

Skills: Intimidation d6, Notice d4, Persuasion d8, Taunt d6

Pace: 6; **Parry:** 2; **Charisma:** +4; **Toughness:** 4; **Sanity:** 6; **Corruption:** 0

Hindrances: Big Mouth

Edges: Attractive, Charismatic

Gear & Equipment: Estate keys, first aid kit

DIAMANTE D'ERLETTE

Appearing as a beautiful girl of mixed Italian and Hungarian ancestry, Diamante is a cruel woman who has long outlived her normal lifespan upon this world. She made dark pacts with mad gods, and is on the run from these Eldritch powers. Foolishly, she escaped to Charleston hoping to insinuate herself into the Drake Estate by charming Jonathan and finding the ancestral Books of Power. She did not underestimate her brother, however, and has also been seducing Samson, and has taken refuge in his cottage since Jonathan's murder.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d8, Knowledge (Mythos) d10,

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Persuasion d8, Stealth d12
Pace: 6; **Parry:** 8; **Charisma:** +2; **Toughness:** 6;
Sanity: 3; **Corruption:** 4
Hindrances: Wanted (by Dark Forces, Major); Loyalty
Edges: Attractive, Improved Block, Tainted
Gear & Equipment: Enchanted Dagger +2
Minor Gifts: Hardy, Cloak of the Shadow
Spells: Contact Nyarlathotep; Enchant Dagger; Summon/Bind Byakhee; Dread Curse of Azathoth

DOMIANO D'ERLETTE

A warlock of some power, Domiano has an unnatural attachment to his sister, and cares for little else in the world. He feels that she abandoned him and is certain she is also looking for the tome stolen by their Uncle Thomas ages ago. He has followed her across the sea on his Byakhee, the very creature he sent to slay Jonathan Drake. He reasons that if can locate the book first, then she will return to him.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d8, Vigor d8
Skills: Fighting d6, Notice d6, Shooting d6, Knowledge (Mythos) d10
Pace: 6; **Parry:** 5; **Charisma:** 0; **Toughness:** 6;
Sanity: 3; **Corruption:** 4
Hindrances: Vow
Edges: Command, Fervor, Natural Leader, Tainted
Gear & Equipment: Bridle of the Star Steed (This enchanted relic enables a summoner to keep a Byakhee in their service for a year and a day.)
Minor Gifts: Hardy, Cloak of the Shadow
Spells: Brew Space Mead, Contact Nyarlathotep, Summon/Bind Byakhee, Resurrection, Killing Darkness (Bolt I)

THE BOOKS OF POWER

As a child, Isabella revealed to her son, Maximilian, the dark reservoir of power that was at their disposal. He was brought up to respect the faith of the Old Ones and actively participated in the dark rites in the vineyards of Il Dragone. He learned what Il Dragone meant to him and his family: power at a great cost. However, when she went to give him the *Cultes des Goules*, it was gone. Only one other member of the family had access to it,

Thomas, and he was gone across the sea. However, hidden away was *De Vermis Mysteriis*, and this she gave to him. That night, he sacrificed his mother to the Old Ones and bathed his infant twins in her blood, offering them up in return for even greater power. A laughing voice told him that the ritual was not done quite right, and a moving darkness swept over him as his flesh melted from his bones. The children were found the next morning in their cribs, their father gone, their grandmother gone, and only Isabella's handmaiden, Nagy Piros, an old, gypsy woman, to raise them. As they grew older, the decrepit gypsy educated them in ancient rites and filled their ears with mystical secrets. She taught them the Weave of Black Ambrosia, the Stealing Kiss, and the Path to Leng. While Domiano lusted for more power, Diamante sought somehow to escape the horrible fate of her birth, and fled to America. Domiano has pursued her.

CULTES DES GOULES

Written in a cramped Italian longhand, this version of the book dates back to the 1700s and was penned by Isabella herself when she kept company with Comte d'Erlette and stole a look at his works. Once of a proud family, she was well educated, but her family had fallen from grace, and she was reduced to the status of a courtesan. A wealthy man promised her great wealth in return for making a copy of d'Erlette's books. She agreed, but as she read them, she began to understand their secrets, and something horrible broke within her. She began to see the world as it really was and understood enough of the work to learn Call the Dust. When she performed this ritual, she thought nothing happened, but in fact, a dark spirit inhabited her young handmaiden, Nagy, and tore her soul away. Nagy Piros then helped her flee France and return to Italy, and guided Isabella's path with words of wisdom and kindness all the way to her acquisition of the Drake Manor in Charleston, SC, and the establishment of Il Dragone in Italy. When Maximillian came of age and misspoke the Ritual of Betrayal, Nagy Piros raised the twins as her own, preparing them for the Ritual of Return.

REALMS OF CTHULHU

NAGY PIROS

The dark spirit inhabiting Nagy Piros is none other than an aspect of Nyarlathotep and has been weaving this plot for many long years, from the moment that Isabella called it forth. Nagy dwells at Il Dragone, caring for Domiano's latest brood, watching things unfold from afar.

RESOLUTION

Exactly how the investigation plays out is up to each group, their play style, and the direction the Keeper decides to go with things. Perhaps the investigators blame Samson, saying he was a dupe for Diamante? Perhaps they will reach no conclusion whatsoever, only returning to tell Strawbridge that they found a sad old man who has a tenuous connection with reality at best. Perhaps they even confront Domiano D'Erlette himself and are at a loss to explain what really happened without risking their own reputations.

AFTERMATH

Depending upon the resolution, the Keeper should have numerous directions to take things. Is Sir Drake in contact with the Mi-Go? It certainly seems so. Why are the plants twisted and stunted? Is it bad ground or something more? What about the manor interests the Ghouls? What about the stone ruins? What of the gypsies? What of Il Dragone, the Crest, the wine? Perhaps there is nothing more to Drake's Manor. Perhaps there is much, much more.

TYING IT ALL TOGETHER

Okay. You've read through Drake Manor and you're itching to run a game immediately, but you don't know exactly what direction to go. That's okay. Drake Manor, as it stands, is for the Keeper who wants to mull, bend, and mutilate the ideas presented and add a few of their own. However, for the rest of you who are unfamiliar with the tone of a Mythos Tale or don't have the time or inclination to sew together a tale yourself, have no fear

(save that for the investigators), we present to you a rollicking tale of adventure and intrigue particularly suited to those with pulp sensibilities...

PROLOGUE

This Mythos Tale introduces the investigators to investigation, intrigues, dark creatures, and the hauntingly mysterious Drake Manor, and provides you, the Keeper, with clear waypoints as you begin your journey into the *Realms of Cthulhu*.

NIGHTLIFE

The investigators either live in Charleston or have been drawn there for business or personal concerns. Whether or not they know each other is at the Keeper's discretion. In any case, they are in the downtown district of the city and hear a commotion after leaving a late dinner, and all arrive upon the scene of Jonathan's dead body. They meet the good Detective Strawbridge and are faced with clearing up the mess for him and his department or be resigned to their fate as murderers. He gives them twenty-four hours to clear their name.

Travel Time: Getting to and from the city to Drake Manor takes about an hour. The investigators, unless they are local or wealthy, have to rent a vehicle or take a cab, persuade Detective Strawbridge for transport (Persuasion -4), or steal a ride. If the investigators wish to drive quickly (and recklessly), they need to make a Driving roll. Success indicates they shave fifteen minutes off their travel time. Failure indicates they get a flat, tacking on 30 minutes. Critical failure indicates the vehicle crashes.

The Ticking Clock: The imperative of time is to be used by the Keeper to give the investigators a sense of peril and pressing concern. Moreover, it is a tool to keep the momentum of the story going.

THE CRIME SCENE

Should the investigators wish to examine the crime scene, there are bits of what appears to be matted horsehair, scales from a large snake of indeterminate origin, and a cloven hoof print in a grassy patch of ground about eight yards from the body. The body has already been taken to the city morgue.



THE MORGUE

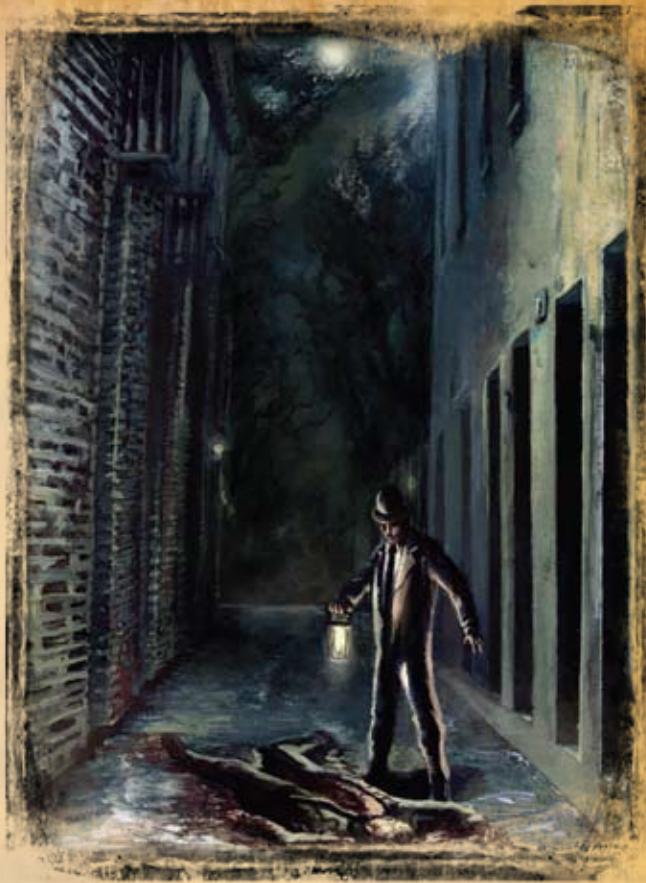
How the investigators talk their way into the morgue is up to the Keeper. The coroner, however, is excited to talk about the peculiarities of the death. He tells them that it looks like Master Drake was beaten up with a baseball bat and a saber from a casual glance, but the body tells a different tale. He shows indications of equine kicks to the sternum while the points of contact seem to have suffered immediate frostbite. He also points out a large bite mark on the neck seems to have been made from something with sharp fangs, like a tiger. He concludes that no human could have possibly committed the murder. If the investigators wish to convey this information to Detective Strawbridge, he tells them that the County Coroner is also prone to imaginative flights of fancy and that they shouldn't be chasing fairy tales.

THE LOCAL CLUBS

A few individuals languish around the stoops and back alleys of the clubs, day or night. One panhandler, named Fuzzy, had seen Mr. J (Jonathan Drake) arguing with an Italian man a few days ago and he heard the man promise Mr. J he'd be sorry. He said the man was weird and muttered some words under his breath that sounded like some kind of gypsy curse.

DRAKE MANOR

When the investigators reach the manor, they are greeted by the groundskeeper, Samson who is brooding and unfriendly. He waves them off. Slung over his shoulder is his shotgun. If the exchange gets heated, his dog, Dodger, comes loping over from the woods and stands protectively by his master. About this time, the charming Claudette comes up and tells them the good Detective informed her a short while ago that he'd be sending out some private investigators to seek out clues and find out who might want Jonathan dead. Samson looks bored and says he'll be off in his cabin. Claudette will shrug and invite them in and offer them refreshments, saying her master is upstairs and left orders not to be disturbed but they are free to have a look around the house for themselves with only one standing order. Any door they find locked is to be left locked. After sharing this information, Claudette will be quick to offer any help. She will



tell them she suspects foul play from the gypsies across the river. She knows the house intimately and has keys to all the doors in it. She'll tell them that Jonathan spent little time in the house, but when he did, he would either be in his room or the game room.

THE PARLOR

A large billiard table is in front of a roaring fireplace. Pictures of Jonathan Drake with his various female conquests are upon the mantel. The investigators will note several celebrities and daughters of politicians and, interestingly enough, even a picture of Claudette dressed as a lounge singer. The photo's cheap paper frame shows it was taken at the Copacabana, a local night club not far from where Jonathan's body was found.

Claudette, if pressed, opens up about her past, and her relationship with Johnny. She'll tell the party everyone called him Johnny and break down in tears, being unable to go any further unless Persuaded (at -4) or calmed with a successful Knowledge (Psychology) roll.

REALMS OF CTHULHU

After the investigators explore the game room, Sir Emery Wallace Drake enters, grabs a pool cue and inquires if anyone would care to play a game of billiards. He is a bit daft, but the game gives him a bit of heightened clarity and insight, though he continuously speaks about each billiard ball as though it is a universe unto itself waiting to be explored, and that the 8-ball is the dark messenger that sweeps in from the night sky. At this point, a horrendous abomination shatters the glass window. It looks like the strange offspring of a horse and snake with black, crusted fur that looks splotchy and half-frozen, fighting for space with large blackish-green scales. Its cloven hooves paw the air as it lets out a tremendous shriek, revealing a thick row of dagger sharp teeth. Everyone needs to make Terror checks with the usual penalty. Should Drake fail, he goes slack-jawed, and begins slurring out arcane astronomical positions (such as Yuggoth). Claudette, failing, collapses soundlessly (failure may also cause her to lose blood and possibly the baby—a doctor may remedy her situation, otherwise, Healing will only stabilize her condition). The creature then shakes its brackish mane, hacks a slime-crusted case upon the wooden floor, and flies out the window, the shards of glass skittering harmlessly off of its hide. Any investigator with the wherewithal to go to the window sees the creature flying off into the woods.

A DIRE WARNING

The scroll case is closed with a wax seal bearing the crest of Il Dragone. The scroll reads, “*Dear Travelers, Your worries and my worries are not the same. Depart and forget the name of Drake or stay and dig your own grave. I will be at the circle at midnight awaiting your decision. Choose well.*” —Domiano d’Erlette. It is written in English in an elegant cursive with a classic quill pen on very old parchment.

ESCAPE

Should the investigators decide to flee, they find that their vehicle (if they brought one) does not start. Diamante, despite her differences with her brother, does not want anyone to harm him. She has convinced Samson that the investigators are a threat to Sir Emery Drake, and that they have been sent to determine his state of mental fitness. Samson has rendered the engine inoperable, but will say to them he can fix it by morning. Should

the investigators have Repair, they can attempt it at -2, as Samson is unwilling to share tools or other equipment, and the repairs are of the “wax and bailing wire” variety. Samson has also cut the phone lines and is wholeheartedly prepared to defend his master.

THE WITCHING HOUR

If the investigators do not explore the Stone Circle or are still exploring the house at the stroke of midnight, Samson becomes deranged and seeks them out with murder in his heart. Proceed immediately to Samson Derailed

THE STONE CIRCLE

Sir Emery has a passing familiarity with the Stone Circle, knowing vaguely that it’s in the woods, but he is too feeble to go and recommends Samson aid them. Claudette is unfamiliar with the grounds, but finds the woods spooky. Samson will reluctantly lead the heroes to the site of the Stone Circle, but leave shortly thereafter, telling them he has to get back to the manor. The investigators can locate the Stone Circle on their own with a successful Survival or Tracking roll, perhaps even a Common Knowledge for any investigator with rural roots.

Domiano has no wish to directly engage the investigators in battle if he can help it, and has persuaded one of the gypsies to go to the Stone Circle in his stead to act as bait. He’s told the other gypsies that some angry locals have gotten together and may come out to drive them off the land. He has set the stage for a battle. If the investigators drive off the gypsies, then Domiano will swoop down, mounted on his star steed to do battle, telling them of their foolishness in wishing to defy the will of the dark masters, and begin casting bolts of darkness upon them until they either perish or wound him. Once wounded, Domiano will spit words of bile at them in Italian and retreat into the night sky. If the investigators render him unconscious or kill him, his Byakhee flies off into the night sky, shaking its bridle loose upon the ground. If the Byakhee is slain, it turns into bits of frozen bile and rapidly disintegrates away, leaving noxious fumes in its wake.

MYSTERIES OF DRAKE MANOR



GYPSY

A person of ill repute, considered shiftless, immoral, and ungodly, the gypsy often traffics in the occult and lives a nomadic lifestyle. Gypsies frequently hail from Hungary, Romania, and other Eastern European countries.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Notice d6, Shooting d4, Survival d6, Tracking d6

Pace: 6; **Parry:** 4; **Charisma:** 0; **Toughness:** 6;

Sanity: 5; Corruption

Hindrances: C

Edges: Brawny
Gear & Equipment: Improvised Weapon, 1 in 4

SAMSON DERAILLED

Samson shows up with Dodger to see how the investigators are doing. He offers them his medical kit and then nervously unslings his shotgun, checks to make sure that it's loaded, and then proceeds to start killing them off

He goes after the freshest (in his opinion) party member first. If they subdue or kill him, he says he killed Jonathan and screams, "Samson loves Diamante more!" into the darkness.

STRAWBRIDGE REVISITED

Should the investigators return with either Samson or Domiano in tow, the detective is happy and won't really pursue any deep lines of questioning. If the investigators come up shorthanded, that's another story altogether. The detective wants all the dirt. The investigators may either be forthright and tell them the strangeness they encountered, or present him with some entirely fabricated story. A lie is met with sharp criticism if detected. He tells them, "A man who lies is likely one who knows the meaning of a bribe", and he tries to extort them for cash on hand or they face jail time pending the full investigation of the murder of Jonathan Drake. Honesty is rewarded with deep laughter and a hand wave. He tells them they've been contaminated by the coroner, but if he ever has any need for "ghost hunters", he'll be sure to look them up.

PLUTO AND YUGGOTH

Pluto was not actually discovered until 1930, but Percival Lowell theorized that irregularities in the orbits of Uranus and Neptune were caused by the gravitational pull of an unknown body, and he searched for a decade without success.

Yuggoth, on the other hand, is most readily identified with Pluto, though there is conjecture among some whether they are one and the same. Regardless of the Keeper's decision, Drake has discovered the base world of the Mi-Go.



LOOSE THREADS

Any good Mythos Tale should have a satisfying conclusion for the investigators, but there are invariably enigmas, unresolved issues, and unanswered questions. That's good. In this adventure, you can certainly see the various mysterious personages, things left to do, and places left to explore. These loose threads are ideal for you to weave into future adventures and scenarios. In such a manner, you'll be building up your campaign.

SETTING THE STAGE FOR MORE

At the conclusion of each session, set aside some time for player feedback, while it's fresh on everyone's mind. Find out what they liked and didn't like, what they'd like to see more of, and what dark paths they might like to explore in the near future. Take criticism with a grain of salt, and an air of appreciation. This information is invaluable to you—it allows you the opportunity to prepare for your next session, take the game in directions mutually enjoyable, and, moreover, helps you become a better Keeper. In the end, if everyone is having fun, then you're doing things right.



CITIZENS AND DENIZENS

The Realms are filled with a mixture of allies and adversaries for the investigators ranging from a simple scholar to the mad god Azathoth. Following you will find a broad selection—as always modify as best suits your campaign.

SUPPORTING CAST

While the investigators should generally be capable explorers of the darkness, they may, from time to time, require expertise and aid outside of their wheelhouses. The following characters are provided to help the Keeper facilitate the story and help out his party without being heavy-handed. Such characters may also be further fleshed out and used as contacts, support, or even, with a patent bit of treachery, developed into allies of the very darkness the investigators are fighting. It is worth noting some may be more appropriate to certain periods than others. Their underlying skill sets, however, should make them useful to any creative Keeper.

CUSTOMIZING THE CAST

Typically speaking, the race and gender of a supporting cast member has little direct impact on the course of events, but that does not mean some degree of import shouldn't be lent to them, especially when it comes to furthering your narrative. Little details, even if they are slight, can make even the most minor characters memorable. Certainly, your group may encounter antiquarians from time to time, but they'll remember dear Professor Lazenby who walks with a slight limp, fidgets, and hums religious hymns differently than they will Lady Jade, the mysterious vixen from the Far East who always

wears black dresses and reeks slightly of absinthe. Whenever an opportunity arises, paint with just an alluring hint of detail and stories untold.

PERSONALITIES

If you're looking for a simple way to add a bit more flair to NPCs, be certain to check out your copy of *Savage Worlds*, and look for the Ally Person- alities table.

DEFINING INTERESTS

Don't get hung up on spinning out a laundry list of defining interests for every character the investigators encounter. Reserve this creativity for characters who warrant special attention, such as Wild Cards, Henchmen, and other supporting cast who have recurring roles in your games. Sometimes languages might come into play, so have encountered characters know their language of origin and the language of the country they reside in (which is generally the same). Other languages should be assigned to drive the plot forward as needed.

SUPERIOR SUPPORTING CAST

The Keeper is free to adjust any of the supporting cast as they see fit to better aid the investigators. The key is to create a character who does not overshadow any members of the party. You can simply take any of the listed NPCs in the following section and make them either a Wild Card or Henchman, thus greatly increasing both their skills by the addition of a wild die, and their durability in the case of the promotion to Wild Card status. Depending upon the type of game you're running, you'll find Henchman the adequate solution for a competent companion.

REALMS OF CTHULHU

THE MONIKER OF HENCHMAN

Filling in the space between Wild Card and extra, is the Henchman. A Henchman has no more wounds than an extra, but does gain the benefit of a wild die, just like a Wild Card.

DEMOTING SUPPORTING CAST

Sometimes, you may find you want an extra that is a bit more fragile, such as a spindly professor, or want to create an opportunity for the investigators to cut a bloody swath through a horde of cultists to prevent the final placement of the dark seal. Either way, you'll find that adding the label of minion to the character accomplishes the desired effect.

THE MONIKER OF MINION

A minion is identical to your average extra, except in combat, where they are taken out of action whenever they take damage equal to their Toughness, or Mental Anguish equal to their Sanity. This is especially good when you want quick, cinematic combats.

CORRUPTING THE SUPPORTING CAST

If the investigators generally find solace in certain NPCs and rely upon them to unravel mysteries or translate works, keep careful track of the fragility of their minds.

Even if not driven to madness, many such characters will be fearful and want to disassociate themselves from the investigators. Those who do not may eventually find themselves tainted by their participation, or driven into realms of madness. Whenever an NPC's Sanity drops to 0, unlike investigators, they gain the Mythos ability Tainted. In turn, they usually take pains to become a servant of the very force that caused them to snap.

ANTIQUARIAN

Obsessed with the lore of lost ages, an antiquarian generally works in a bookstore, museum, pawn shop or antique mall, close to the objects of their affection.

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Knowledge (Antiques) d10, Knowledge (History) d10, Notice d6

Pace: 6; **Parry:** 2; **Charisma:** 0; **Toughness:** 5;

Sanity: 5; **Corruption:** 0

Hindrances: Cautious, Milquetoast
Edges: Scholar (Antiques and History)
Gear & Equipment: Reading glasses, books

ARCHAEOLOGIST

Similar to the antiquarian, an archaeologist loves the past, but prefers to get their hands dirty and investigate the past in a more active manner, through exploration and excavation.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Knowledge (Antiques) d8, Knowledge (History) d8, Notice d6, Survival d6

Pace: 6; **Parry:** 2; **Charisma:** 0; **Toughness:** 5; **Sanity:** 5; **Corruption:** 0

Hindrances: Stubborn

Edges: Scholar (Antiques and History)

Gear & Equipment: Pith helmet, entrenching tool, notebook, camera

ARTIST

Painter, sculptor, or multimedia expert, the artist is a sensitive soul in a decaying world. Living in the loftier plane of ideas and dreams, they sometimes draw the attentions of the dark dreaming gods, and this can seep into their work.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Knowledge (Art) d10, Notice d6

Pace: 6; **Parry:** 2; **Charisma:** 0; **Toughness:** 5; **Sanity:** 6; **Corruption:** 0

Hindrances: Curious

Edges: Alertness

Gear & Equipment: Relevant media

ATHLETE

Training and perfecting their body for excellence in their field, the athlete is grounded in the physical world of the here and now.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d4, Intimidation d4, Knowledge (Sports) d8, Notice d6, Throwing d6

Pace: 6; **Parry:** 4; **Charisma:** 0; **Toughness:** 6; **Sanity:** 6; **Corruption:** 0

Hindrances: Clueless

Edges: Marksman

Gear & Equipment: Track suit, sneakers, training log

CITIZENS AND DENIZENS



AUTHOR

The world of words surrounds the author, and their ideas and research occasionally take them into realms of the unnatural. Throughout the ages, authors have served as both witting and unwitting agents of the Mythos, spreading its filth and corruption through their works.

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Knowledge (Literature) d10, Knowledge (Philosophy) d10, Notice d6, Persuasion d6, Taunt d6

Pace: 6; **Parry:** 2; **Charisma:** 0; **Toughness:** 5; **Sanity:** 6; **Corruption:** 0

Hindrances: Stubborn

Edges: Linguist

Gear & Equipment: Satchel, books, pen and paper, notebook (or laptop)

CLERGYMAN

A man of faith and devout worship, a clergyman can be a priest, rabbi, or mosque leader. He operates within the community to fight the ideas of evil, rarely encountering them himself. However, the Mythos forces delight in nothing better than pulling down a man of grace and bringing them into servitude.

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Knowledge (Theology) d10, Notice d4, Persuasion d10

Pace: 6; **Parry:** 2; **Charisma:** +2; **Toughness:** 5; **Sanity:** 6; **Corruption:** 0

Hindrances: Pacifist (Major), Poverty

Edges: Charismatic, Connections (Religious Order), Resilient

Gear & Equipment: Religious symbol, holy book

CRIMINAL

A jack-of-all-trades, and every one of them illicit, the criminal can range from a fence to a second-story man, and hones his talents in making other people's property his own.

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d4, Lockpick d6, Notice d6, Shooting d4, Stealth d8, Streetwise d6

Pace: 6; **Parry:** 4; **Charisma:** 0; **Toughness:** 5; **Sanity:** 4; **Corruption:** 0

Hindrances: Overconfident

Edges: Thief

Gear & Equipment: Gloves, lockpicks

DILETTANTE

A person of wealth and means, the dilettante comes from a long line of blue bloods, is highly educated and rarely works. Instead, they explore more refined pursuits of leisure. The combination of masses of disposal income and plenty of free time gives the dilettante the opportunity to indulge their every whim. This means they can often pursue research and pastimes that most have to abandon due to the necessities of earning a living.

Attributes: Agility d6, Smarts d10, Spirit d4, Strength d4, Vigor d4

Skills: Fighting d6, Notice d4, Riding d6, Shooting d6, Swimming d6

Pace: 6; **Parry:** 5; **Charisma:** 0; **Toughness:** 4; **Sanity:** 4; **Corruption:** 0

Hindrances: Dark Secret

Edges: Jack-of-all-Trades, Filthy Rich

Gear & Equipment: Fine clothes, nice vehicle, lots of cash



REALMS OF CTHULHU

DOCTOR OF MEDICINE

A physician of some sort, the doctor is a well-grounded individual who rarely encounters any of the weirdness of the world, though he may see a strange wound from time to time that piques his professional curiosity.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Healing d10, Knowledge (Medicine) d10, Notice d6

Pace: 6; **Parry:** 2; **Charisma:** 0; **Toughness:** 5;

Sanity: 5; **Corruption:** 0

Hindrances: Vow (Major): Hippocratic Oath

Edges: Doctor

Gear & Equipment: Medical bag

DRIFTER

A vagrant, a hobo, or a bum, the drifter is one of the countless people who wander the world, making ends meet through handouts and odd jobs.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Climbing d6, Fighting d6, Lockpicking d6, Notice d6, Streetwise d8, Survival d4

Pace: 6; **Parry:** 5; **Charisma:** -2; **Toughness:** 5;

Sanity: 6; **Corruption:** 0

Hindrances: Outsider, Poverty

Edges: Luck

Gear & Equipment: Poor clothes, improvised weapon

ENGINEER

Developing practical solutions for an impractical world, an engineer rarely is drawn into a Mythos Tale, unless he is out in the field surveying property or breaking new ground. Then his insight can prove invaluable.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Knowledge (Engineering) d10, Notice d6, Repair d8

Pace: 6; **Parry:** 2; **Charisma:** 0; **Toughness:** 5;

Sanity: 5; **Corruption:** 0

Hindrances: Cautious

Edges: Engineer

Gear & Equipment: Surveying tools, binoculars

ENTERTAINER

Singer, actor, dancer or any combination of various other performing arts, the entertainer thrives on attention and celebrity. Such spiritual energies being centered on one person is of particular interest to cultists, and often attracts unworldly elements as well.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d4

Skills: Intimidation d6, Notice d4, Persuasion d8, Taunt d6

Pace: 6; **Parry:** 2; **Charisma:** +2; **Toughness:** 4;

Sanity: 6; **Corruption:** 0

Hindrances: Overconfident

Edges: Charismatic

Gear & Equipment: Overnight bag, change of clothes

FARMER

A rural resident who makes his living off the land, the farmer sometimes sees or hears strange things in the woods, the creeks, or just over yonder.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Notice d6, Shooting d8, Survival d6, Tracking d6

Pace: 6; **Parry:** 4; **Charisma:** 0; **Toughness:** 6;

Sanity: 5; **Corruption:** 0

Hindrances: Clueless

Edges: Brawny

Gear & Equipment: Shotgun, beat up truck

JOURNALIST

A reporter of the news, whether for newspaper or print publication, radio, television, or the internet, the journalist goes where the stories are.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Knowledge (Current Affairs) d8, Notice d6, Persuasion d6

Pace: 6; **Parry:** 2; **Charisma:** 0; **Toughness:** 5;

Sanity: 5; **Corruption:** 0

Hindrances: Big Mouth

Edges: Alertness

Gear & Equipment: Notebook (or laptop), camera (or cell phone)

CITIZENS AND DENIZENS



LAWYER

Daily dancing in the realm of semantics, lawyers deal in the critical analysis of words and how to best leverage them to the benefit of their clients. They also serve as the executor of estates and in the reading of wills, often requiring them to go to dusty old houses in remote villages in the performance of their duties.

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Knowledge (Law) d10, Notice d6, Taunt d6, Persuasion d8, Intimidation d6

Pace: 6; **Parry:** 2; **Charisma:** 0; **Toughness:** 5; **Sanity:** 5; **Corruption:** 0

Hindrances: Cautious

Edges: Strong Willed

Gear & Equipment: Fine suit, briefcase

MILITARY OFFICER

A member of an armed force holding a position of authority, a military officer can be commissioned or non-commissioned.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Military History) d8, Knowledge (Tactics) d8, Notice d6, Shooting d6, Survival d6

Pace: 6; **Parry:** 5; **Charisma:** 0; **Toughness:** 5; **Sanity:** 5; **Corruption:** 0

Hindrances: Code of Honor

Edges: Connections (Service Branch)

Gear & Equipment: Service revolver or appropriate sidearm, pocket knife

MISSIONARY

A willing servant of the faith, a missionary can be found throughout the globe, helping communities and spreading their beliefs by example.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Healing d4, Knowledge (Theology) d6, Notice d4, Survival d6

Pace: 6; **Parry:** 2; **Charisma:** 0; **Toughness:** 5; **Sanity:** 6; **Corruption:** 0

Hindrances: Heroic

Edges: Well Adjusted

Gear & Equipment: Religious pamphlets, bottled water, first aid kit

PARAPSYCHOLOGIST

Scientific explorers of the unknown, parapsychologists apply the principles of a strong education in pursuit of hidden truths, and are alternately viewed with skepticism and respect.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Investigation d6, Knowledge (Science) d8, Knowledge (Occult) d8

Pace: 6; **Parry:** 2; **Charisma:** 0; **Toughness:** 5; **Sanity:** 5; **Corruption:** 0

Hindrances:

Edges: Scholar (Science and Occult)

Gear & Equipment: Camera, notebook (or laptop), research materials

PILOT

From their lofty perch, pilots see strange things from time to time that may give them pause. They are rational and well-grounded for the most part, though they may have a reputation as thrill-seekers.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d4, Piloting d10, Notice d8

Pace: 6; **Parry:** 4; **Charisma:** 0; **Toughness:** 5; **Sanity:** 5; **Corruption:** 0

Hindrances: Overconfident

Edges: Ace

Gear & Equipment: Leather jacket (+1 Toughness, torso only)

POLICE DETECTIVE

The police detective applies his years of experience on the force to piece together clues to solve crimes. His brash nonchalance hides a keen analytical mind upon which little is lost.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Investigation d8, Notice d6, Persuasion d6, Shooting d6, Streetwise d8

Pace: 6; **Parry:** 4; **Charisma:** 0; **Toughness:** 5; **Sanity:** 5; **Corruption:** 0

Hindrances: Obligations (Major)

Edges: Connections (Police Department), Investigator

Gear & Equipment: Service revolver, badge

REALMS OF CTHULHU



POLICEMAN

Responsible for enforcing the laws of the land, the policeman is usually the first responder to any crime scene, and trained in dealing with difficult situations.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Persuasion d4, Shooting d6, Streetwise d4

Pace: 6; **Parry:** 4; **Charisma:** 0; **Toughness:** 5; **Sanity:** 5; **Corruption:** 0

Hindrances: Obligations (Major)

Edges: Connections (Police Department)

Gear & Equipment: Service revolver, badge, squad car

PSYCHOTHERAPIST

A healer of the troubled mind, the psychotherapist tries to help his patients make sense of an insane world.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Knowledge (Psychology) d10, Intimidation d6, Notice d6, Persuasion d8

Pace: 6; **Parry:** 2; **Charisma:** 0; **Toughness:** 5; **Sanity:** 6; **Corruption:** 0

Hindrances: Cautious

Edges: Psychotherapist

Gear & Equipment: Notepad, pen, pharmaceuticals

PRIVATE INVESTIGATOR

As their name implies, a private eye is someone who works on the fringes of the law, not afraid to break a few here and there to get the job done. Their varied backgrounds better inform their work, whether they were police detectives, military intelligence, or security guards. What they lack in finesse, they make up for in tenacity.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Investigation d8, Intimidation d6, Notice d6, Shooting d6, Streetwise d8

Pace: 6; **Parry:** 4; **Charisma:** 0; **Toughness:** 5; **Sanity:** 6; **Corruption:** 0

Hindrances: Arrogant

Edges: Investigator

Gear & Equipment: Pistol (any)

PROFESSOR

A soft life of scholarly pursuits makes a professor preeminent in his field, but often out of touch with the rest of the world around him. He holds his research and his reputation above all else and has little use for people wasting his time with trivial pursuits.

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Knowledge (Keeper's Choice) d10, Knowledge (Keeper's Choice) d10, Notice d6

Pace: 6; **Parry:** 2; **Charisma:** 0; **Toughness:** 5; **Sanity:** 5; **Corruption:** 0

Hindrances: Clueless

Edges: Scholar (Keeper's Choices)

Gear & Equipment: Tweed jacket, pipe, tobacco, lighter, whiskey flask

RETIRED ADVENTURER

This individual was once an investigator too, and managed, through luck or wile, to escape the worst ravages of his encounters with the Mythos. Such dark exploits left them a bit worse for wear, but

CITIZENS AND DENIZENS

CULTISTS AND CREATURES

MYTHOS ABILITIES

Alien Physiology: Some Mythos creatures have such an alien physiology that they gain the following benefits:

- They add +2 when attempting to recover from being Shaken.
- Do not suffer additional damage from called shots (unless otherwise noted in their description).
- Mythos Wild Cards never suffer from wound modifiers.
- Mythos creatures do not suffer from poison or disease.

MASKED

Some Mythos creatures are able to conceal their true selves and blend into the world around them. They do not cause Terror unless they choose to drop the illusion.

TENTACLES

These appendages allow a creature to take an additional physical action each round per tentacle at no off-hand or multi-action penalty. It may also use a tentacle to take a sustained action, such as grappling someone.

TERROR

Horrifying Mythos creatures cause Guts checks to all that see them. The more terrifying the creature, the greater the penalties to the Guts check. Failing such a Guts check causes the victim to suffer Mental Anguish and possible Insanity. See Setting Rules for further details.

Example: A Byakhee with Terror -1 forces a Guts check at -1. Failure causes the victim to suffer d6+d4 Mental Anguish.

NPC EDGE

TINTED

Some personages are so far gone, they are twisted and no longer suffer the effects of Fear and Terror, nor can they be Intimidated. Typically, this taint is a result of prolonged exposure to the Mythos and worship of assorted entities.

they still are a source of knowledge about the foul forces that threaten the world. Few know, or could even comprehend, the terrors these individuals have faced and they usually are alone and isolated, even if they reside in a bustling city or sit by themselves at the end of a bar.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Knowledge (Mythos) d8, Notice d6, Shooting d6

Pace: 6; **Parry:** 5; **Charisma:** -2; **Toughness:** 5;

Sanity: 3; **Corruption:** 3

Hindrances: Outsider

Edges: Resilient

Gear & Equipment: Pistol (any), leather jacket (+1 Toughness, torso only)

SOLDIER

A member of any armed force, the soldier has surrendered his personal life in service to his nation, and is educated in the art of war.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Battle) d4, Notice d6, Shooting d6, Survival d6

Pace: 6; **Parry:** 5; **Charisma:** 0; **Toughness:** 6;

Sanity: 5; **Corruption:** 0

Hindrances: Overconfident

Edges: Brawny

Gear & Equipment: Rifle, sidearm, survival knife, field rations (1 week)

WOODSMAN

Whether a trapper, hunter, or a more modern day survivalist, the woodsman is at home in the wilderness and equipped to deal with its hardships and dangers.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Healing d4, Notice d6, Shooting d6, Survival d8, Tracking d8

Pace: 6; **Parry:** 5; **Charisma:** 0; **Toughness:** 5;

Sanity: 5; **Corruption:** 0

Hindrances: Outsider

Edges: Woodsman

Gear & Equipment: First aid kit, fishing line, hooks, rifle, survival knife

REALMS OF CTHULHU

In the following lists of creatures and cultists, Wild Card entries are marked with an Elder Sign, thus:



WILD CARD

CULTISTS AND CREATING CULTISTS

Following you will find the stats for the members of a nefarious cult for use in your game. Simply fashion them appropriately for their particular choice of object of worship and you are ready to go. Some Keepers enjoy giving their horror an individual touch, so bend, fold, and mutilate as necessary.



CULTIST LEADER

Simultaneously charismatic and twisted by his interaction with dark forces, cultist leaders follow their unearthly master's will with dedication and drive. They are steeped in lore that has driven them mad with power. They know a d8 spells related to their object of worship.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6, Shooting d6, Knowledge (Mythos) d10

Pace: 6; **Parry:** 5; **Charisma:** 0; **Toughness:** 6;
Sanity: 3; **Corruption:** 4

Hindrances: Vow

Edges: Command, Fervor, Natural Leader, Tainted

Gear & Equipment: Staff, robes

DISCIPLE (HENCHMAN)

The disciple is second only to the leader in a cult's hierarchy. He has risen through the ranks to the personal attention of the leader and serves in many capacities, be it bodyguard, spiritual advisor, liaison, teacher, or demagogue. A typical cult may have 1 to 20 disciples, depending upon the size of the cult and the paranoia of the leader. Even among other disciples there is a clear pecking order and rivalry to do their master's bidding. They know a d4 spells.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Mythos) d8, Notice d6

Pace: 6; **Parry:** 5; **Charisma:** 0; **Toughness:** 5;
Sanity: 2; **Corruption:** 3

Hindrances: Loyal

Edges: Tainted

Gear & Equipment: Sword, robes

ACOLYTE

An assistant of the disciples and leader, an acolyte performs many of the minor duties of the cult, such as recruiting and training new members, taking care of the coven, assisting in rituals, and so on. Acolytes are typically found in numbers five to ten times than that of the disciples in any given cult. They know a d4-2 spells.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Knowledge (Mythos) d6, Notice d6

Pace: 6; **Parry:** 5; **Charisma:** 0; **Toughness:** 5;
Sanity: 3; **Corruption:** 2

Hindrances: Loyal

Edges: —

Gear & Equipment: Dagger, robes

NEOPHYTE (MINION)

These wild-eyed innocents have only recently been indoctrinated into the cult and, while loyal to their master, lack the true devotion exhibited by those steeped more heavily in the faith. They are generally harnessed for power in the casting of rituals, and are being taught the necessary lore and spells to enable them to better serve the cult. Those with aptitude do, in time, rise to the ranks of acolyte. The number of neophytes present in any given cult can vary widely depending upon the cult's locale and the rigorousness of their indoctrination into the cult's ways.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Guts d4, Knowledge (Mythos) d4, Notice d4

Pace: 6; **Parry:** 4; **Charisma:** 0; **Toughness:** 5;
Sanity: 4; **Corruption:** 1

Hindrances: Loyal

Edges: —

Gear & Equipment: Dagger, robes

CREATURES OF NIGHTMARE

The Mythos is home to some of the most bizarre and alien creatures ever conceived. Following, you will find some of the most horrific beasts to ever haunt the night. Be warned, many of the creatures are extremely deadly for investigators to encounter and they should be used sparingly, with direct confrontations rare and avoidable. Investigators, by necessity, must use their wits, relics, and patched together bits of knowledge and ritual to have any chance against many of them. Then there's always dynamite.

SERVITORS

BYAKHEE

This interstellar race is often found in the service of Hastur, though they have been taken into use by other Mythos races from time to time. They have the twisted form of a reptilian horse with rotting fur and oozing scales and great bat-wings. They can easily carry a rider through the depths of space and are often summoned to Earth to perform dark deeds and serve as steeds for priests and wizards.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d8

Skills: Fighting d6, Notice d6, Stealth d6

Pace: 4; **Parry:** 5; **Toughness:** 8 (2)

Terror: -1; **Mental Anguish:** Spirit+d4

Special Abilities

- **Armor +2:** A Byakhee has fur and tough hide.
- **Bite:** If a Byakhee gets a raise on its bite attack, then it has struck a vein and it begins to feed. Each round attached, it automatically causes 1 wound and one Fatigue to its victim. Once attached in this manner, the Byakhee does not release its hold until Shaken or their victim is drained of blood.

• **Claws:** Str + d4.

• **Flight:** Byakhee have a Flying Pace of 16", with a Climb of 4".

• **Improved Frenzy:** Byakhee may make two attacks per round with no penalty.

• **Spells:** At the Keeper's discretion, Byakhees with Spirit d8 know a d4 spells, typically relating to Hastur and associated beings.

• **Star Travel:** Byakhee are immune to the rigors of space and can travel through its depths.

DAGON AND HYDRA

Father Dagon and Mother Hydra are Deep Ones who are over 20 feet tall and millions of years old. Extremely clever and powerful, the pair actively rule their domain, but are rarely encountered. Others of their stature may well exist in the greater depths of the ocean.

Attributes: : Agility d12+1, Smarts d12+1, Spirit d12+4, Strength d12+12, Vigor d12+10

Skills: Fighting d12, Knowledge (Mythos) d12+1

Pace: 4; **Parry:** 8; **Toughness:** 20

Terror: -1; **Mental Anguish:** Spirit+d4

Special Abilities

• **Claws:** Str + d8.

• **Size +7:** These ancient Deep Ones are over 20' tall and weigh over 5 tons.

• **Large:** Attackers add +2 to their attack rolls when attacking Dagon or Hydra due to their large size.

• **Spells:** Each knows all spells to Summon/Bind the lesser servitor races of the Mythos.

DARK YOUNG

These denizens are enormous writhing masses formed out of ropy black tentacles and have great mouths dripping with mucus-like slime and ooze. At their base, they have short legs ending in black hooves allowing them surprising mobility. From a distance, they resemble trees in silhouette, but when they move about this illusion is immediately shattered.

These creatures are the unfathomable offspring of Shub-Niggurath, and are found only in areas where she is worshipped. Dark Young actively serve as a conduit to the dark goddess, accepting sacrifices and worship from cultists, slaying non-cultists, and spreading their mother's faith across the sphere. They are rarely encountered, usually making their home in old forests or in remote country areas.

Attributes: : Agility d10, Smarts d8, Spirit d12, Strength d12+8, Vigor d12

Skills: Fighting d10, Knowledge (Mythos) d8, Notice d8, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 12

Terror: -1; **Mental Anguish:** Spirit+d4

Special Abilities

REALMS OF CTHULHU

- **Alien Physiology:** +2 to recover from Shaken. Called shots do no extra damage.
- **Immunity:** Dark Young are immune to firearm and explosive attacks.
- **Large:** Attackers receive a +2 bonus due to the Dark Young's size.
- **Size +4:** Dark Young range from 12' to 20' in height.
- **Spells:** Each knows all spells to Summon/Bind the lesser servitor races of the Mythos.
- **Strength Drain:** Dark Young may drain a grappled victim's Strength with an opposed Spirit roll, by bringing it to one of their mouths. Success indicates the victim loses a die type of Strength and two with a raise. Should this result in the victim's Strength falling below a d4 then the victim suffers a level (or levels) of Fatigue instead. Fatigue recovers at a rate of a die type per hour. A Dark Young's tentacle that is making a Strength Drain cannot crush the victim at the same time.
- **Tentacles (4):** Str+d6. The four primary tentacles have a reach of 2" and suffer no multi-



action, nor off-hand penalty, and each may take independent, sustained actions.

DEEP ONES

The Deep Ones are an amphibious race that serves Cthulhu and his active rulers, Father Dagon and Mother Hydra. They dwell deep in the oceans and live cold, cruel lives with life spans of unknown length, effectively immortal. They gather together to worship Cthulhu and mate, but are otherwise distant even from each other. Strikingly, they do have many cities hidden in the waters of the world, but shun freshwater as a general rule.

Some Deep Ones interact with humans, and have even entered into trade agreements with some more primitive civilizations through the annals of time, but at an often terrible cost. These Deep Ones have a monstrous drive to produce Human/Deep One hybrids. Deep Ones may be worshiped by humans with whom they regularly interbreed. This prolonged lifespan is passed on to their hybrid offspring. Such hybrids typically inhabit remote coastal villages. Though a hybrid begins life altogether human, they gradually transform, becoming uglier and uglier as they enter their early twenties to mid-thirties until they fully transform into a Deep One. Some individuals change earlier or later, but some, for unknown reasons, only change partially.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d8, Stealth d10

Pace: 6; **Parry:** 6 (5); **Toughness:** 8(2)

Terror: -1; **Mental Anguish:** Spirit+d4

Special Abilities

- **Armor +2:** Rubbery hide and scales.
- **Claws:** Str+d4
- **Spear:** Str+d6. Provides +1 Parry, but requires two hands.
- **Spells:** At the Keeper's discretion, Deep Ones with Spirit d8 or higher know at least a d4 spells.



DEEP ONE CASTER

Attributes: : Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Knowledge (Mythos) d8, Notice d8, Stealth d10

Pace: 6; **Parry:** 6 (5); **Toughness:** 8(2)

Terror: -1; **Mental Anguish:** Spirit+d4

CITIZENS AND DENIZENS



Special Abilities

- Armor +2: Rubbery hide and scales.
- Claws: Str+d4.
- Spear: Str+d6. Provides +1 Parry, but requires two hands.
- Spells: Shriveling, Voorish Sign.

FIRE VAMPIRES

These minions serve at the pleasure of Cthuga and dwell in the celestial skies near Fomalhaut. They come to Earth when summoned or when accompanying Cthuga. They appear as luminous plasma ooze, and it is unknown whether they once inhabited physical bodies and transcended, or are merely imbued with intelligence by their master.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d4

Skills: Fighting d6, Notice d8, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 2

Special Abilities

- Invulnerability: Fire Vampires are immaterial and can only be harmed by magical attacks or their weakness.
- Fear -2: A Fire Vampire causes Guts checks at -2.
- Fiery Touch of Entropy: The fiery touch of these creatures does 2d6 and can set things alight. Additionally, the victim must make a Spirit roll or lose a die type in Spirit that regenerates at 1 die type per day.
- Size -2: Fire Vampires are small in size.
- Small: Anyone attacking a Fire Vampire must subtract 2 from his attack rolls.
- Weakness (Water): If doused with a sizeable amount of water (a half gallon or more), they take a d4 damage. Each additional half gallon of water increases the damage by +1.

FORMLESS SPAWN

The Formless Spawn are black, protean beings capable of shifting forms in an instant, from toad-like lumps to wormy, slime-crusted centipedes. They are closely associated with Tsathoggua and may often be found in its temples, or in sunless caverns around the world.

As creatures of chaos, they can vary greatly in size and power, and number of tentacles as well. Three variations follow.

SMALL

Attributes: Agility d12+1, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d10, Stealth d10

Pace: 10; **Parry:** 7; **Toughness:** 5

Terror: -1; **Mental Anguish:** Spirit+d4

Special Abilities

- Alien Physiology: +2 to recover from Shaken. Called shots do no extra damage.
- Invulnerability: Due to their rapidly shifting form, they are immune to all physical attacks, including enchanted ones.
- Spells: At the Keeper's discretion, a Formless Spawn knows 1 spell with a success on its Spirit roll, and an additional one for each raise.
- Tentacles (2): Str+d6, Range 2. Tentacles suffer no off-hand or multi-action penalties, and may grapple.
- Weakness (Special): The Formless Spawn are affected by direct magical assaults and harmful elemental forces (such as fire or chemicals).

MEDIUM

Attributes: Agility d12+1, Smarts d8, Spirit d6, Strength d10, Vigor d6

Skills: Fighting d10, Stealth d10

Pace: 10; **Parry:** 7; **Toughness:** 7

Terror: -1; **Mental Anguish:** Spirit+d4

Special Abilities

- Alien Physiology: +2 to recover from Shaken. Called shots do no extra damage.
- Invulnerability: Due to their rapidly shifting form, they are immune to all physical attacks, including enchanted ones.
- Size +2: A medium Formless Spawn is the size of a bear.
- Spells: At the Keeper's discretion, a Formless Spawn knows 1 spell with a success on its Spirit roll, and an additional one for each raise.
- Tentacles (2): Str+d6, Range 2. Tentacles suffer no off-hand or multi-action penalties, and may grapple.
- Weakness (Special): The Formless Spawn are affected by direct magical assaults and harmful elemental forces (such as fire or chemicals).

LARGE

Attributes: Agility d12+1, Smarts d8, Spirit d6, Strength d12+3, Vigor d6

REALMS OF CTHULHU

Skills: Fighting d10, Stealth d10

Pace: 10; **Parry:** 7; **Toughness:** 9

Terror: -1; **Mental Anguish:** Spirit+d4

Special Abilities

- **Alien Physiology:** +2 to recover from Shaken. Called shots do no extra damage.
- **Invulnerability:** Due to their rapidly shifting form, they are immune to all physical attacks, including enchanted ones.
- **Large:** Attackers receive a +2 to hit the gooey mass of a Formless Spawn.
- **Size +4:** A large Formless Spawn is the size of a rhino.
- **Spells:** At the Keeper's discretion, a Formless Spawn knows 1 spell with a success on its Spirit roll, and an additional one for each raise.
- **Tentacles (2):** Str+d6, Range 2. Tentacles suffer no off-hand or multi-action penalties, and may grapple.
- **Weakness (Special):** The Formless Spawn are affected by direct magical assaults and harmful elemental forces (such as fire or chemicals).

GLAAKI, SERVANTS OF

A creation of Glaaki, the Great Old One forms his minions by penetrating loyal cultists with his spines, turning them into undead abominations. These servitors share a bit of his memories and are unliving extensions of his will. The more recently slain are capable of passing as human for a time until they eventually transform and wither to the point it becomes impossible to hide their inhumanity. After six decades of death, they transform into the Mossy Masters, more powerful horrors that have a unique weakness unto themselves. These Servants of Glaaki do the will of their master with total obedience, typically through the words of the Mossy Master.

FRESH DEAD

These fresh converts still maintain their appearance of humanity, though the spine wound is a puckered gash that radiates a red network of lines.

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6

Pace: 4; **Parry:** 5; **Toughness:** 7

Terror: -1; **Mental Anguish:** Spirit+d4

Special Abilities

• **Masked:** The Fresh Dead pass for human unless they reveal their undead nature.

• **Sickle:** Str + d6. Reach 1, Two Hands

• **Spells:** Fresh Dead retain any spells they knew when alive, plus any taught by Glaaki.

• **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage (except to the head).

• **Weakness (Head):** Shots to the head of a Fresh Dead are +2 damage.

THE RIPE

Depending on the climate and their activity, The Ripe are those that have grown stronger in the service of their master. Their flesh has withered and dried, giving them an unmistakable pale green pallor. Their original death wound continually seeps brackish puss and ooze, and gives off the odor of overripe bananas.

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8

Pace: 4; **Parry:** 6; **Toughness:** 8

Terror: -1; **Mental Anguish:** Spirit+d4

Special Abilities

• **Sickle:** Str + d6. Reach 1, Two Hands

• **Spells:** The Ripe retain any spells they knew when alive, plus any taught by Glaaki.

• **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage (except to the head).

• **Weakness (Head):** Shots to the head of The Ripe are +2 damage.

MOSSY MASTER (THE VIGILANT)

After sixty years of loyal service, Glaaki dreams into the corrupted minds of certain chosen ripe and whispers secrets of power and might, making them stronger and more powerful. These are its dark priests. They maintain Glaaki's vigil. A Mossy Master's withered skin is dry and rubbery, as is their wound, and blackish seaweed hangs like hair from their head. Maggots and fruit flies infest their empty eye sockets, and they smile a constant corpse grin and speak in raspy whispers.

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d6, Vigor d10

Skills: Fighting d10, Knowledge (Mythos) d10,

CITIZENS AND DENIZENS



Notice d10

Pace: 4; **Parry:** 7; **Toughness:** 9

Terror: -1; **Mental Anguish:** Spirit+d4

Special Abilities

• **Sickle:** Str + d6. Reach 1, Two Hands

• **Spells:** Dread Curse of Azathoth, Contact Glaaki, and others at the Keeper's discretion.

• **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage.

• **Weakness (Green Decay):** The Mossy Master begins to rot away if exposed to direct sunlight, suffering an immediate wound for each hour of exposure. This damage cannot be restored except through magical means.

HUNTING HORRORS

Hunting Horrors are immense flying serpents of unearthly beauty possessing a single, great leathery wing. Its eyes glitter with inhuman intelligence and its scales shift from black to blood red at will. Their voices are large and harsh and viciously condescending. They despise daylight and move swiftly through the shadows of the night at the will of such gods as Nyarlathotep. The rare sorcerer able to summon such a beast usually sends them out on missions of death and doom.

Attributes: Agility d8, Smarts d10, Spirit d12+2, Strength d12+4, Vigor d6

Skills: Fighting d12, Notice d10

Pace: 5; **Parry:** 8; **Toughness:** 17 (4)

Terror: -1; **Mental Anguish:** Spirit+d4

Special Abilities

• **Armor +4:** Thick, scaly hide.

• **Bite:** Str+d8

• **Flight:** Hunting horrors have a Flying Pace of 24" with a Climb of 6".

• **Hardy:** The horror does not suffer a wound from being Shaken twice.

• **Huge:** Attackers add +4 to their Fighting and Shooting rolls when attacking a Hunting Horror.

• **Size +8:** Hunting Horrors are over 40' in length.

• **Tail Lash:** The Hunting Horror can sweep all opponents in its rear facing in a 3" by 6" square. This is a standard Fighting attack and the damage is equal to the dragon's Strength -2.

NIGHTGAUNTS

Looking like a classical demon with great bat-wings, a horned head, leathery grayish-black skin and barbed tails, the Nightgaunts are faceless creatures with great oversized claws ending in slender, razor-sharp points. They gibber and cavort, and serve Nodens by carrying off intruders from his sacred places and then abandoning their victims to die. They dwell throughout the dark corners of the Earth, and come out at night to frolic in their madness. Nightgaunts seek to attack by surprise, overpowering their victims, tickle and disarm them, and then make off with them in the night.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d10, Notice d10, Stealth d12

Pace: 6; **Parry:** 7; **Toughness:** 7 (2)

Terror: -1; **Mental Anguish:** Spirit+d4

Special Abilities

• **Armor +2:** Thick skin.

• **Carriers:** Nightgaunts can carry 10x their Strength without being encumbered.

• **Flight:** Nightgaunts have a Flying Pace of 12"



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and Climb of 3".

- **Tickler:** A Nightgaunt can attempt to tickle any opponent he has grabbed as a free action with his razor-sharp tail. With a successful touch attack, an investigator must make a Vigor roll or begin laughing so maniacally he is Shaken. He cannot attempt to recover from being thus Shaken for a d6 rounds.

RAT-THINGS

At first glance, these abominations are easily mistaken for ordinary rats. That illusion disappears as the view is improved—these creatures' heads are evil permutations of human heads and their front paws are very much like human hands. They are created by dark sorceries, allowing cultists to continue to serve their masters, even after death. Rat-Things are quite rare, despite the fact they do not die naturally.

Attributes: Agility d12+1, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d12

Pace: 6; **Parry:** 5; **Toughness:** 3

Terror: -1; **Mental Anguish:** Spirit+d4

Special Abilities

- **Bite:** Str+1
- **Cling:** Once a Rat-Thing bites, it does its normal damage and continues to gnaw on its victim until pulled free (use standard grappling rules). It does a d4 damage when it is pulled loose.
- **Improved Dodge:** Due to their swift nature, attackers subtract 2 from their rolls against Rat-Things and the Rat-Things add +2 to evade area effect weapons when allowed.
- **Size -2:** Rat-Things are small in size.
- **Small:** Attackers subtract 2 from any attack rolls directed at a Rat-Thing.
- **Spells:** At the Keeper's discretion, Rat-Things with a Smarts d8 or greater know a d3 spells; those who knew spells in life retain that knowledge as Rat-Things.

SAND-DWELLERS

Sand dwellers often serve at the pleasure of the Great Old Ones and inhabit caves, coming out into the deserts at night. They dwell throughout the American Southwest and reside in other deserts throughout the world. They appear as gaunt, cadaverous men with twisted ursine faces, and look

encrusted with sand. Close examination reveals that the sand twists and moves about their skin, protecting them.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Notice d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 9 (3)

Terror: -1; **Mental Anguish:** Spirit+d4

Special Abilities

- **Armor +3:** Rough, sand crusted skin.

- **Claws:** Str+d4

- **Spells:** Sand-Dwellers with Spirit d8+ know a d8 appropriate spells at the Keeper's discretion.

SERVITORS OF THE OUTER GODS

The Servitors constantly shift their forms, rolling and slithering, resembling toads, then squids, then octopi and all forms in-between. They are chaos incarnate and accompany their masters as required. They are unearthly flautists that play a cacophony of dark music for their masters to dance through unknown means. From time to time, they are found in the company of cultists, aiding them in one way or another with their funeral tunes, and often are heralds and summoners of the Outer Gods in their own right.

Attributes: Agility d12, Smarts d12, Spirit d12+1, Strength d8, Vigor d12

Skills: Fighting d8, Knowledge (Mythos) d12

Pace: 6; **Parry:** 6; **Toughness:** 9

Terror: -1; **Mental Anguish:** Spirit+d4

Special Abilities

- **Alien Physiology:** +2 to recover from Shaken. Called shots do no extra damage.

- **Fast Regeneration:** Servitors continually heal open wounds with a successful Vigor roll each round. Once a Servitor is slain, they do not continue to heal back to life.

- **Invulnerability:** Servitors are immune to physical attacks, but spells and magical weapons harm them normally.

- **Night Music:** Servitors may offset casting penalties at 1 point per round of playing.

- **Size +1:** These foul creatures stand taller than a man and weigh over 900 pounds.

- **Spells:** Each Servitor knows at least a d10 spells, most of which are Summon/Bind and Call Spells.

- **Sweep:** Servitors may elect to attack all adjacent

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targets with a tentacle.

- **Tentacles (2):** Str+d6

SHANTAKS

These extra-dimensional creatures appear like a twisted version of a dragon or a muddled, serpentine hybrid of bird and bat with vaguely horse-like heads. They are native to the Dreamlands, though some have made homes in remote caverns upon the Earth. From time to time, they are used as mounts by various servants of the Outer Gods. If used as mounts by mortals, the Shantaks often carry them unbidden to the throne of Azathoth.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+5, Vigor d8

Skills: Fighting d8

Pace: 8; **Parry:** 6; **Toughness:** 16 (4)

Terror: -1; **Mental Anguish:** Spirit+d4

Special Abilities

- **Armor +4:** Shantaks have thick, crusty scales.
- **Claws/Bite:** Str+d8
- **Flight:** Shantaks have a Flying Pace of 24" with a Climb of 6".
- **Hardy:** Shantaks do not suffer a wound from being Shaken twice.
- **Large:** Attackers add +2 to their Fighting and Shooting rolls when targeting a Shantak due to their great size.
- **Size +6:** These enormous creatures are the size of an elephant.
- **Star Travel:** Shantaks are immune to the rigors of space and can travel through its depths.
- **Weakness (Nightgaunts):** Shantaks have an extreme fear of Nightgaunts and always retreat from them.

SHOGGOths

Living amphibious spheres of inky blackness, Shoggoths are nasty, rebellious servants that ooze about, yet are capable of shaping simple limbs and organs with which to manipulate things and to communicate.

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d12+15, Vigor d12+7

Skills: Fighting d12

Pace: 6; **Parry:** 8; **Toughness:** 19

Terror: -1; **Mental Anguish:** Spirit+d4

Special Abilities

- **Alien Physiology:** +2 to recover from Shaken.

Called shots do no extra damage.

• **Fast Regeneration:** Shoggoths make a Vigor roll each round to heal wounds. +2 to recover from Shaken.

• **Huge:** Attackers add +4 to their Fighting and Shooting rolls when targeting a Shoggoth due to its great size.

• **Immunity:** Shoggoths are immune to physical attacks, including firearms.

• **Improved Sweep:** Shoggoths may ooze over all adjacent enemies, usually to grapple them.

• **Size +8:** Nightmarishly immense spheres of ooze.

• **Tentacles:** The ropy body of the Shoggoth is used to tear ensnared foes apart.

• **Weakness:** Shoggoths may be damaged by fire and electrical attacks.

STAR-SPAWN OF CTHULHU

These gigantic octopoid beings resemble Cthulhu itself, but are smaller. Not all of the inhabitants of R'lyeh were trapped when it sank. Some of its progeny still live in the deep trenches beneath the ocean where they are tended by Deep Ones. Related entities dwell in the stars.

Attributes: Agility d6, Smarts d12+2, Spirit d12+2, Strength d12+16, Vigor d12+13

Skills: Fighting d10

Pace: 12; **Parry:** 7; **Toughness:** 28 (5)

Terror: -1; **Mental Anguish:** Spirit+d4

Special Abilities

- **Armor +5:** Star-spawn have thick, blubbery hide.

- **Claws:** Str+d8

• **Fast Regeneration:** Star-spawn make a Vigor roll each round to heal wounds. +2 to recover from Shaken.

• **Gargantuan:** All attacks by Star-spawn count as Heavy Weapons; they have Heavy Armor; opponents gain +4 to ranged attack rolls to strike them; they can crush opponents with their great size, adding their Size modifier to Strength damage and subtracting their target's size.

• **Size +9:** Star-spawn stand over 60' tall and weigh nearly a hundred tons.

- **Tentacles (4):** Str+d4

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TCHO-TCHOS

These diminutive men, scarcely standing 4' tall, are the offspring of men who interbred with the Miri Nigri, servants of Chaugnar Faugn. These hybrids are of evil intent, and are found in remote places such as Andaman Islands, Malaysia, and the blasted plateau of Tsang in Tibet. Descendents appear outwardly human, but they are tainted and twisted by their dark heritage. The various Tcho-Tcho tribes worship a variety of Great Old Ones in addition to Chaugnar Faugn, including Zhar, Lloigor, Shub-Niggurath, Hastur, and Atlach-Nacha. They regularly engage in cannibalism and other unnatural rites.

TRIBAL MEMBER

A primitive people, the Tcho-Tchos are indoctrinated into their tribal cult at a young age, and are generally insular and look suspiciously on outsiders.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Shooting d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 3

Special Abilities

- **Dark Heritage:** Tcho-Tchos have -2 to their normally calculated Sanity.
- **Tainted:** Tcho-Tchos do not suffer Fear or Terror, nor can they be Intimidated.

TCHO-TCHO ACOLYTE

A lesser spiritual leader to their community, the acolyte is recruited from the darkest of their tribe for their viciousness and willingness to submit to their priest's desires. They are indoctrinated into the outer secrets of their cult's religion, and generally aid the priest in the performance of sanguine ceremonies and normal worship.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Mythos) d4, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 3

Special Abilities

- **Dark Heritage:** Tcho-Tchos have -2 to their normally calculated Sanity.
- **Tainted:** Tcho-Tchos do not suffer Fear or Terror, nor can they be Intimidated.



TCHO-TCHO PRIEST

The priest is the tribal leader of the community and is a cruel servant of his god. They adorn themselves in robes made of human flesh and wear bone necklaces fashioned from human teeth. They oversee all tribal business and educate their underlings. The Tcho-Tcho priest falls from power when another challenges and overcomes him, thus proving themselves far crueler – and more dangerous – than the former priest. For that reason, the priest imparts enough, but not all, of the knowledge he possesses, though it passes on to the tribal member who slays him.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d8, Knowledge (Mythos) d10

Pace: 6; **Parry:** 7; **Toughness:** 6; **Sanity:** 1

Special Abilities

- **Dark Heritage:** Tcho-Tchos have -2 to their normally calculated Sanity.
- **Tainted:** Tcho-Tchos do not suffer Fear or Terror, nor can they be Intimidated.
- **Spells:** Priests know a d6 spells befitting their god of worship.

INDEPENDENT RACES

CHTHONIANS

Resembling earth-bound squids with slime-coated, wormlike bodies, Chthonians are a highly intelligent subterranean race. They dwell deep in the earth, having escaped their ancient prison in the African city of G'harne. They easily move through rock by melting it, and can cause earthquakes and tremors at will. Chthonians continue growing until they reach maturity, which takes twenty years, though it is possible they keep growing throughout their lifecycle, albeit slowly.

FULL ADULT

The most dangerous of their brood, the full adult rarely interacts with humans, generally only when their eggs have been stolen or their nests have been disturbed. They are gifted with mystical abilities by their connections to various deities.

Attributes: Agility d6, Smarts d12, Spirit d12, Strength d12+15, Vigor d12+7

Skills: Fighting d10, Knowledge (Mythos) d12, Notice d12

Pace: 6"; **Parry:** 7; **Toughness:** 18 (2)

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

- **Armor +2:** Chthonians have thick skins hardened by the heat and earth.
- **Earthquake Attacks:** This elemental power requires a successful Spirit roll. Success indicates an earthquake with a Richter factor of 1 with a hundred yard radius that diminishes by a factor of 1 for each hundred yards beyond that. Each additional adult Chthonian aiding in creating the earthquake increases the Richter factor by 1.
- **Burrowing 3":** Chthonians move through the earth with great ease.
- **Hardy:** A second Shaken result does not result in a wound.
- **Large:** Attackers add +2 to their attack rolls when attacking a Full Adult.
- **Size +5:** Chthonians are the size of a small elephant, weighing nearly 4 tons, and about fifteen feet long.
- **Spells:** Each full adult knows a d6 spells connected to Shudde M'ell and Great Old Ones tied to this Earth, such as Cthulhu and Yig.

• **Telepathy:** Chthonians communicate among their own kind mentally, or to psychically sensitive members of other races (including humans) with great ease. To locate a particular mind anywhere in the world requires a Spirit -7 roll. Each continued full hour of searching allows another roll, and reduces the penalty by 1.

• **Telepathic Control:** Once a human mind has been found, the Chthonian can root them to their location with an opposed Spirit roll. If the Chthonian gets a raise, the target is -2 to break the hold. Targets may only attempt to break free once per hour.

• **Temperature Resistance:** Adults may survive in temperatures up to 3000 C.

• **Tentacles (4):** Str+d6. Though each adult Chthonian has a dozen or so tentacles, they may only bring 4 to bear in any given round. The tentacles have a reach of 1" and suffer no multi-action, nor off-hand penalty, and each may take independent, sustained actions.

GREATER YOUNG

Nearly fully grown, the Greater Young range from 11 to 19 years and are identical to the full adults to an untrained eye, but differ in their lesser strength, size, and inability to create earthquakes.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d12+9, Vigor d12+5

Skills: Fighting d10, Notice d12

Pace: 6"; **Parry:** 7; **Toughness:** 16 (2)

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

- **Armor +2:** Chthonians have thick skins hardened by the heat and earth.
- **Burrowing 3":** Chthonians move through the earth with great ease.
- **Hardy:** A second Shaken result does not result in a wound.
- **Large:** Attackers add +2 to their attack rolls when attacking a Greater Young due to their size.
- **Size +4:** Chthonians are the size of a small elephant, weighing nearly 4 tons, and about fifteen feet long.
- **Telepathy:** Chthonians communicate among their own kind mentally, or to psychically sensitive members of other races (including

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humans) with great ease. To locate a particular mind anywhere in the world requires a Spirit -7 roll. Each continued full hour of searching allows another roll and reduces the penalty by 1.

- **Telepathic Control:** Once a human mind has been found, the Chthonian can root them to their location with an opposed Spirit roll. If the Chthonian gets a raise, the target is -2 to break the hold. Targets may only attempt to break free once per hour.
- **Temperature Resistance:** Greater young may survive in temperatures up to 1500 C.
- **Tentacles (3):** Str+d6. Though each Greater Young has a dozen or so tentacles, they may only bring 3 to bear in any given round. The tentacles have a reach of 1" and suffer no multi-action, nor off-hand penalty, and each may take independent, sustained actions.

LESSER YOUNG

These Lesser Young range from between 2 and 10 years of age and make up the majority of the Chthonian population. They are notably smaller, though no less clever, than their greater kindred.

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d12+2, Vigor d12+3

Skills: Fighting d10, Notice d10

Pace: 6"; **Parry:** 7; **Toughness:** 13 (1)

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

- **Armor +1:** Chthonians have thick skins hardened by the heat and earth.
- **Burrowing 3":** Chthonians move through the earth with great ease.
- **Hardy:** A second Shaken result does not result in a wound.
- **Telepathy:** Chthonians communicate among their own kind mentally, or to psychically sensitive members of other races (including humans) with great ease. To locate a particular mind anywhere in the world requires a Spirit -7 roll. Each continued full hour of searching allows another roll, and reduces the penalty by 1.
- **Telepathic Control:** Once a human mind has been found, the Chthonian can root them to their location with an opposed Spirit roll. If the Chthonian gets a raise, the target is -2 to break

the hold. Targets may only attempt to break free once per hour.

• **Temperature Resistance:** Lesser Young may survive in temperatures up to 750 C.

• **Tentacles (3):** Str+d6. Though each Greater Young has a dozen or so tentacles, they may only bring 3 to bear in any given round. The tentacles have a reach of 1" and suffer no multi-action, nor off-hand penalty, and each may take independent, sustained actions.

• **Size +3:** Lesser Young are the size of a bear.

HATCHLINGS

Chthonian eggs resemble remarkable geodes of worth or other noteworthy mineral formations. They are a foot or less in diameter with a thick shell of between two and three inches. Hatchlings are the youngest stage of the Chthonian developmental cycle and are about the size of a large earthworm and are easily destroyed.

COLOURS OUT OF SPACE

A Colour is a sentient organism which manifests as pure color, not gaseous, but insubstantial. When it moves, its colors shimmer and shine in hues beyond the known spectrum and are hauntingly beautiful. When it feeds, its prey's skin glows with this same color. Night-vision goggles show a Colour as a bright patch of luminosity, while they do not show up on infrared viewers at all.

As their name indicates, Colours come from the depths of space where the natural laws seemingly do not apply. Adult Colours create embryos in the form of small three-inch spheres that are light and feel empty. Deposited on rich soil or in shallow waters, the embryo hatches in a matter of days with the shell dissolving, and the first stage Colour emerges.

The larval Colour rapidly spreads across the land, insinuating itself into plant life, turning the fruit bitter, and into animal life, causing mutations and deformations in the birth of livestock and insects. Plant life begins to glow with the bizarre Colour and undulates at night, moving as though in a strong wind. Humans in the area begin to shine with the spectral light. After a few months of this, it transforms into a young Colour, and begins making forays into the surrounding area to feed, draining the life force from the area it affected in its previ-

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ous form. In so maturing, the Colour may drain life-force from an area of five acres or so, if rich in life, or 10-20 acres of moor or grassland. The drained area is ruined forever after—no plant can grow upon it.

Bright lights disturb them and they are nocturnal beasts, spending their daylight hours in dark, cool hideaways, preferably underwater.

Attributes: Agility d12+1, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d10, Notice d8

Pace: 6"; **Parry:** 7; **Toughness:** 5

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

• **Alien Physiology:** +2 to recover from Shaken. Called shots do no extra damage.

• **Disintegrate:** The creature can focus its energies to carve a hole through nearly any material. Should the energy force be directed at an opponent, it requires a successful touch attack and inflicts one wound upon the target. Its power, however, gives off no heat.

• **Feed:** With a successful touch attack, a Colour may attempt to drain any of a target's attributes with an opposed Spirit roll. Success indicates the victim loses a die type of the targeted attribute, and two die types with a raise. Should this bring the target attribute to below a d4 then the victim suffers a level (or levels) of Fatigue instead. Recovery is a die type per hour. Each human victim drained entirely of their life essence (i.e. killed) permanently increases the Colour's Spirit by 1 die type. Their Spirit may not increase in this manner more than once per month. The victim is left looking like a dry, withered husk.

• **Flight:** Colours have a Flying Pace of 18" with a Climb of 18".

• **Insubstantial:** These creatures are naturally insubstantial, though they can selectively solidify parts of their body to operate equipment, grab things, or grapple their victims. When they do this, that part of their body no longer shimmers, but appears to be the consistency of translucent glue.

• **Immunity:** Colours are immune to all physical attacks regardless of whether they are solid or insubstantial.

• **Star Travel:** Colours are immune to the rigors of space and can travel through its depths.

• **Weakness:** Magic affects it normally. Strong magnetic fields can bind it.

DIMENSIONAL SHAMBLERS

Shamblers are humanoid beings that have wrinkled skin and immense claws. They reside on the same home plane as Yog-Sothoth. Wizards summon them with rituals requiring a dagger of pure metal, but they occasionally cross over to Earth, typically grabbing a victim and vanishing with them without a word. They are sometimes found in the service of an Outer God or a Great Old One, usually in the role of harbinger.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+1, Vigor d12

Skills: Fighting d6

Pace: 6"; **Parry:** 5; **Toughness:** 9 (1)

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

• **Armor +1:** Shamblers have thick, wrinkled skin.

• **Claws:** Str+d6

• **Dimensional Travel:** Dimensional Shamblers



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can shift dimensions as a full round action.

- **Spells:** Shamblers with a Smarts of d8 or greater know 1d4 spells.

ELDER THINGS

Elder Things are entirely alien in their appearance and origin. They came to Earth over two billion years ago and may have accidentally created terrestrial life. They created Shoggoths to work as slaves and had war with other races before being driven back to Antarctica in the last few million years, where their city remains frozen under a glacier. They are extinct on land, but have colonies deep in the ocean depths. Once capable of amazing technological achievements, the survivors have lost aptitude and interest in any such pursuits. Elder Things may also be encountered by time travelers.

Attributes: Agility d12, Smarts d10, Spirit d6, Strength d12+6, Vigor d12+2

Skills: Fighting d6, Knowledge (Mythos) d10

Pace: 6"; **Parry:** 5; **Toughness:** 14 (3)

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

- **Armor +3:** Elder Things have hard, fibrous skin.
- **Flight:** Elder Things have a Flight of 10" and a Climb of 5".
- **Tentacles (5):** Str+d6. The Elder Things' tentacles have a reach of 2" and suffer no multi-action, nor off-hand penalty, and each may take independent, sustained actions.
- **Size +2:** Elder Things stand eight feet tall, with a six foot torso and wings which neatly fold up into slots.
- **Spells:** Elder Things know a d4 suitable spells.

FLYING POLYPS

This species came to Earth and other planets in the solar system from the Ogntlach solar system over seven hundred million years ago. They built basalt cities with high windowless towers, but were driven underground by the Great Race of Yith after a war. Near the end of the Cretaceous period (about 65 million years ago), they rose up from the ground and destroyed the Great Race.

If one could imagine a grey-fleshed, mottled leech with vestigial fins reminiscent of a Siamese Fighting Fish, that begins to give an impression of how they look. They reside in multiple dimensions, so it appears that they are almost swimming through the air when they fly, and it gives a strange, almost shimmering, translucence to their skin.

The polyps seem content to reside in their subterranean cities, destroying any who, by accident or design, come across them. The entrances to their homes are usually found deep within ancient ruins where there are great wells sealed over with stone.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d12+10, Vigor d12+3

Skills: Fighting d12, Knowledge (Mythos) d8, Notice d8

Pace: 8"; **Parry:** 8; **Toughness:** 16 (2)

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

- **Armor +2:** Flying Polyps have a tough hide.
- **Binding Winds:** With a successful Spirit roll, the creature may fix a single target in place with a force of wind. This is identical to the Entangle power.
- **Flight:** Flying Polyps have a Flight of 16" and a Climb of 8".
- **Invisibility:** The creature can turn invisible as a

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standard action. This is identical to the power of the same name.

- **Hardy:** If a Flying Polyp is Shaken, additional Shaken results have no further effect.
- **Large:** Attackers add +2 to their attack rolls when attacking a Flying Polyp due to their great size.
- **Size +5:** Flying Polyps are roughly the size of a rhino.
- **Spells:** Flying Polyps know a d8 spells assigned at the Keeper's discretion.
- **Tentacles (6):** Str+d6. Flying Polyps manifest tentacles from their body at will, but generally have a half dozen they bring to bear in combat at any one time. These tentacles have a reach of 2" and suffer no multi-action, nor off-hand penalty, and each may take independent, sustained actions.

GHASTS

These foul, semi-human hybrids dwell in the dark recesses of the earth, deep in the underworld where sunlight never shines. These savages are cannibalistic, even feeding on each other from time to time, but band together for raids against Gugs or Ghouls. They have noseless faces, hoofed feet, and kangaroo-like legs. They are used frequently as mounts by corrupt cavern dwellers.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+2, Vigor d8

Skills: Fighting d6, Notice d6, Stealth d12

Pace: 8"; **Parry:** 5; **Toughness:** 7 (1)

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

- **Armor +1:** Ghasts have tough skin.

- **Bite/Claw:** Str+d6.

- **Fleet Footed:** Ghasts have a d10 running die, due to their powerful legs.

GHOULS

Ghouls live in tunnels beneath graveyards in both the waking world and the Dreamlands. They have canine features, a moldy odor, rubbery skin, and disgusting habits—especially that of feeding upon the flesh of man. They generally possess the means to travel back to the Crag of the Ghouls in the Dreamlands, where they often share their repast. Whether this is through a Gate or an ancient tear in the fabric of space varies from band to band.

It is important to note that, despite myths and folklore to the contrary, Ghouls are living, breathing creatures that have offspring, and may even interbreed with humanity. However, it is possible for a human to turn into a Ghoul, either through infection or prolonged contact with a member of the species.

Their social hierarchy is generally disorganized, though they will recognize and obey a strong leader among their own kind. Ghouls have taken to stealing babies and raising them as their own to use as servants and enforcers above ground.

They have no true spiritual affiliations to any of the dark gods, though each band varies in its religious practice. They are not automatically hostile to humans, and have befriended some who have taken the time to learn their strange gibbering language. However, woe falls upon any who trespass against them.

GOHUL

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12, Vigor d8

Skills: Fighting d6, Climbing d12, Notice d6, Stealth d12

Pace: 8"; **Parry:** 5; **Toughness:** 7 (1)

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

- **Armor +1:** Ghouls have thick hide.

- **Bite/Claw:** Str + d6.

- **Burrowing 6":** Ghouls can dig through soft earth and unworked stone allowing them to disappear and reappear on the following action anywhere within 6".

- **Infection:** Any character suffering a wound from a Ghoul must make an immediate Vigor roll. Success indicates he is fine. Failure grants him an immediate level of Fatigue. A Critical Failure indicates the character is infected. Infected characters usually have a d6 months before the transformation is complete (and the character becomes unplayable). Details on removing this infection can be located in certain old tomes, as well as through negotiation with Ghoul bands.

- **Spells:** Ghouls with a d10 Smarts or greater know a d4 spells chosen by the Keeper.

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GHOUL RAIDER

Some particularly war-like Ghoul communities have raiders that lead the forays against rival clans and other enemies. They are skilled fighters and serve as defenders of their own bands as necessary.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12, Vigor d8

Skills: Fighting d10, Climbing d12, Notice d6, Stealth d12

Pace: 8"; **Parry:** 7; **Toughness:** 7 (1)

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

- **Armor +1:** Ghouls have thick hide.
- **Bite/Claw:** Str + d6.
- **Burrowing 6":** Ghouls can disappear and reappear on the following action anywhere within 6".
- **Infection:** Any character suffering a wound from a Ghoul must make an immediate Vigor roll. Success indicates he is fine. Failure grants him an immediate level of Fatigue. A Critical Failure indicates the character is infected. Infected characters usually have a d6 months before the transformation is complete (and the character becomes unplayable). Details on removing this infection can be located in certain old tomes, as well as negotiation through Ghoul bands.
- **Spells:** Ghouls with a d10 Smarts or greater know a d4 spells chosen by the Keeper.



CRYPT LORD

Some Ghoul enclaves benefit from a strong leader who is typically referred to as the Crypt Lord, regardless of gender. This Ghoul exhibits strong leadership ability, and has tapped into the mystical potential of all Ghouls. Craftier and more foul than their brethren, Crypt Lords surround themselves with a group of four to six loyal bodyguards (use Ghoul Raider stats) at all times.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12, Vigor d8

Skills: Fighting d10, Climbing d12, Knowledge (Mythos) d10, Notice d6, Stealth d12

Pace: 8"; **Parry:** 7; **Toughness:** 7 (1)

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

- **Armor +1:** Ghouls have thick hide.
- **Bite/Claw:** Str + d6.

• **Burrowing 6":** Ghouls can disappear and reappear on the following action anywhere within 6".

• **Infection:** Any character suffering a wound from a Ghoul must make an immediate Vigor roll. Success indicates he is fine. Failure grants him an immediate level of Fatigue. A Critical Failure indicates the character is infected. Infected characters usually have a d6 months before the transformation is complete (and the character becomes unplayable). Details on removing this infection can be located in certain old tomes as well as negotiation through Ghoul bands.

• **Masked:** A Crypt Lord may use their dark knowledge to disguise both their looks and their odor, allowing them to travel among the upper world without detection.

• **Spells:** Crypt Lords know a d8 spells, most of them dealing with death and decay.

HUMAN SERVANTS

Humans either raised by Ghouls, infected, or otherwise turned into servants use the appropriate archetype, but gain the Mythos ability, Tainted.

GNOPH-KEH

This degenerate, once human race, now little more than monsters, dwells in remote arctic climes and glacial areas. They worship Ithaqua with great fervor, and have been twisted over the centuries to adapt to their environment—they are heavily furred, horned, and have an extra set of legs. Typically solitary creatures, encounters have occurred when an exceedingly harsh winter has driven them down into the lowlands.

Attributes: Agility d8, Smarts d10, Spirit d12+2, Strength d12+4, Vigor d12+2

Skills: Fighting d10

Pace: 6"; **Parry:** 7; **Toughness:** 17 (4)

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

- **Armor +4:** Fur, gristle, and hide provide heavy protection for the Gnoph-Keh.
- **Blizzard:** The Gnoph-Keh may summon a blizzard that lasts an hour with a successful Spirit roll. Failure gives the creature a level of Fatigue. Treat this as the Obscure power with a radius centered on the creature as Spirit x 10 yards. Additional Gnoph-Keh can work in concert to

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increase the blizzard's size and duration.

Claws: Str + d6.

Horn: Str + d10.

Size +3: The Gnoph-Keh is the size of a Kodiak bear and is often mistaken for some twisted offspring when seen in a snowstorm.

Spells: Gnoph-Keh may know a d6 spells at the Keeper's discretion.

GREAT RACE OF YITH

The Great Race is a time travelling species with no physical form, only a pure mental state. They used it to escape their home world's destruction and come to Earth, taking over the minds of a race of cone-shaped beings dwelling here. The race conquered their host bodies' natural enemies, the Flying Polyps, and built great cities and continued their works until the polyps rose up and destroyed them. Their civilization lasted from 500 million years ago to 50 million years ago. However, before they could all be destroyed, the Great Race sent its brightest scientific minds into the future, preserving their race from extinction.

Using their mastery of time travel, they can exchange minds with people, either in the past or future, to study a given period. This technique enables their preparation in conquering other planets in the space-time continuum.

GREAT RACE (ANCIENT FORM)

This original form of the Great Race upon Earth is conical-shaped and of great size. They live for thousands of years, reproduce by spores, and feed solely on liquids. They are not innately hostile as such, and treat any alien contact as an opportunity for scientific inquiry. They are logical, rational beings that hold their race's continued survival paramount. A present-day cult aids and abets Great Race visitors in exchange for technological or magical knowledge.

Attributes: Agility d6, Smarts d12+1, Spirit d8, Strength d12+7, Vigor d12+3

Skills: Fighting d6, Shooting d6

Pace: 8"; **Parry:** 5; **Toughness:** 20 (4)

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

Alien Physiology: +2 to recover from Shaken. Called shots do no extra damage.

Armor +4: The great race has skin like steel.

Large: Attackers add +2 to their attack rolls when attacking one of the great race due to their size.

Lightning Gun: RoF: 1, Range 30/60/120, Damage: 1-3d10, Shots: 48, Auto, 3RB. A 1 on the skill die, regardless of Wild Die, means the gun is burned out.

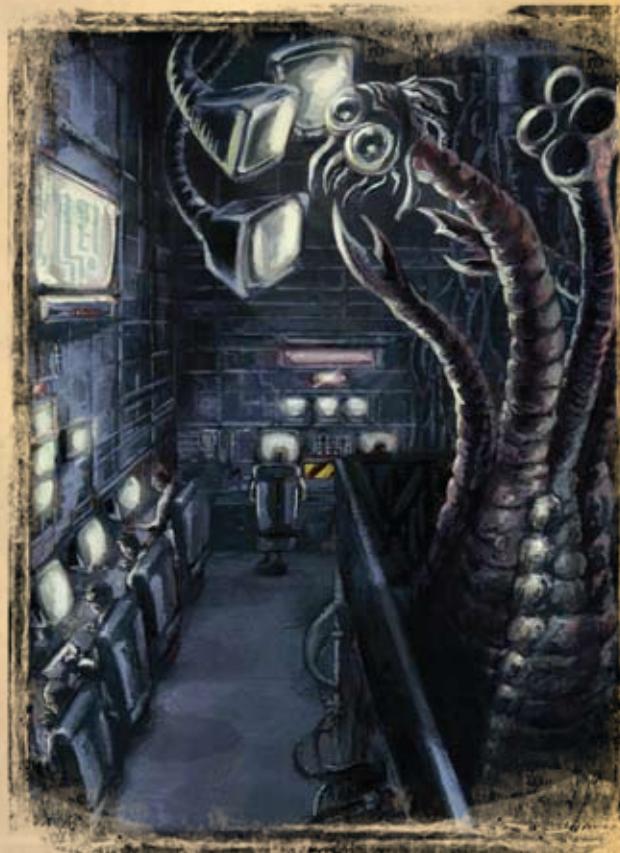
Pincer: Str + d6.

Size +7: Members of the Great Race stand over 18' tall and weigh over seven tons.

Spells: Members of the Great Race have little use for Magic, by and large. A 1 on a Smarts roll indicates the encountered member knows a d4 spells at the Keeper's discretion.

Telepathy: Members of the Great Race are able to communicate with any sentient species mentally.

Time Travel: Historians at heart, the Great Race can exchange minds with individuals of any time era and dwell within their new body for half their Spirit in years before needing to return to their prime body. Taking over the body is an opposed Spirit roll. The Great Race gets a +2



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to this roll. During the first year of habitation, the possessed form would be treated as Quirky and Clueless in addition to any other physical Hindrances the body possessed. The Great Race member would retain their mental attributes during this time.

GREAT RACE (FUTURE FORM)

The Great Race leapt far in the future to escape destruction by the Flying Polyps. Their new forms are swarms of beetles (hundred or thousands of them) that share a hive-mind. Their bodies are dark or jet-black and their wings are brilliant metallic hues of blue, gold, and green.

Attributes: Agility d8, Smarts d12+2, Spirit d8, Strength d8, Vigor d10

Skills: Notice d12

Pace: 8"; **Parry:** 4; **Toughness:** 7

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

* **Masked:** The Great Race appears as an unusually large swarm of insect, until it performs startling acts of intellect.



* **Bite or Sting:** The Great Race inflicts hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location (victims in completely sealed suits are immune).

* **Split:** The Great Race may split into two smaller swarms (Small Burst Templates) should their foes split up or they wish to retreat. The Toughness of these smaller swarms is lowered by -2 (to 5 each).

* **Swarm:** Parry +2; Because the Great Race is composed of so many insects, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.

GUGS

The monstrous Gugs, misshapen humanoid creatures, worshipped various Outer Gods with such zeal that they were banished into the Underworld by the Great Old Ones themselves. They are able to freely travel between the Underworld and the Dreamlands through natural Gates scattered deep under the earth. Notable stoneworkers, many of their monoliths still are strewn across the surface of the Earth. In appearance, their horrific faces are split by large vertical mouths that have great yellow fangs, and their two arms are split at the elbows into yet another pair of arms. Their pink eyes seem never to blink, and constantly ooze with brackish pus. They despise all surface dwellers and feast upon any that are unlucky enough to encounter them. Deceptively smart, they have little use for any technological contrivances.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+7, Vigor d12+3

Skills: Fighting d6, Shooting d6

Pace: 8"; **Parry:** 5; **Toughness:** 15 (4)

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

* **Alien Physiology:** +2 to recover from Shaken. Called shots do no extra damage.

* **Armor +4:** Gugs have thick skin and cartilage.

* **Bite:** Str + d6.

* **Fists:** Str +d8.

* **Improved Frenzy:** May make two Fighting attacks at no penalty.

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- **Large:** Attackers add +2 to their attack rolls when attacking a Gug due to their size.

HOUNDS OF TINDALOS

These lean beasts reside in Earth's ancient past, in a time when single celled animals ruled the day in the city of Tindalos. What abomination destroyed all other life and created these hounds, is unknown. However, these creatures inhabit the angles of time, whereas humanity (and all other common life) descends from curves. This difficult concept applies exclusively to these creatures. The Hounds of Tindalos lust after the purity of souls and the life essence of the curved, and will pursue any they fix upon through time and space to satiate their hunger.

Resembling green hairless dogs with blue tongues upon their initial arrival into a time period, they shroud themselves in shadows shortly thereafter. Attempts to summon and master them often fail, though Romulus shared some affinity with them while building Rome into an empire. These creatures are allied with various minions in diverse space-times, such as the Dholes and the minions of Shub-Niggurath, and are enemies with Yog-Sothoth and his minions.

Attributes: Agility d6, Smarts d12, Spirit d12+2, Strength d12, Vigor d12+4

Skills: Fighting d12, Notice d12, Stealth d12, Tracking d12

Pace: 8"; **Parry:** 8; **Toughness:** 11(1)

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

- **Alien Physiology:** +2 to recover from Shaken. Called shots do no extra damage.

- **Armor +1:** Thick hide.

- **Bite/Paw:** Str+d6

- **Fast Regeneration:** Hounds continually heal open wounds with a successful Vigor roll each round. Once a hound is slain, they do not continue to heal back to life.

- **Ichor:** Any successful bite or paw attack also requires the victim to make a Vigor roll or be Shaken. This Vigor roll must be attempted each round until it is wiped or rinsed off (this requires a full round). Subsequent Shaken rolls can cause wounds as normal.

- **Immunity:** Mundane weapons cannot damage them.

- **Shadow Shroud:** Targeting a hound is difficult. All attempts to hit them are at -2.

- **Spells:** Hounds know a d8 spells that the Keeper finds appropriate.

- **Telepathic:** A hounds can communicate with any sentient entity telepathically, should it so desire, but it uses its ability to follow psychic scents through space-time. It may make a standard tracking roll to follow any psychic trail, thus any sentient creature's mental signature, regardless of space-time constraints.

- **Teleportation:** Hounds can easily teleport into or about any room or chamber that has sharp angles—120 degrees or less—as a standard move action.

- **Tongue:** With a successful touch attack, the hound makes an opposed Spirit roll with its victim. Success drains a die type of Spirit from the Victim and causes a level of Fatigue. Should this be enough to bring the victim below a d4, any Spirit loss is permanent. Recovery is an hour per die type.

- **Weakness:** Magical attacks and enchanted weapons affect them normally.

LENG SPIDERS

These purplish spiders are huge, with greatly bloated bodies and long bristly legs. They dwell exclusively in the Plateau of Leng and are intelligent, dangerous, and fiercely independent, even feeding upon their own kind when disagreements arise.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+3, Vigor d12

Skills: Fighting d8, Notice d8, Shooting d10, Stealth d10

Pace: 6"; **Parry:** 6; **Toughness:** 11 (3)

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

- **Armor +3:** Hard chitin.

- **Bite:** Str+d6.

- **Poison -4:** The bite of a Spider can cause instant paralysis for those who fail their Vigor rolls. It lasts for 2d6 minutes.

- **Spells:** At the Keeper's discretion, Spiders with a d8 Smarts know a d4 spells.

- **Webbing:** The Spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way

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free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

LLOIGOR

Vortices of power in their natural form, the Lloigor are completely invisible to the human eye. They may physically manifest, should they so desire, and take the form of great reptiles, not dissimilar to dinosaurs in appearance. However dissection reveals the differences run far deeper. Their minds are strangely alien—they have perfect memories and no imaginations or subconscious to mislead or distract them. This absolute pessimism creates an atmosphere of gloom that eventually drives any humans who have prolonged mental contact with them into suicidal depressions.

They came to Earth from Andromeda, and their first Earthly colony was on a lost continent in the Indian Ocean, presumably on the same sunken land mass that now bears the city of R'lyeh. They used human slaves to perform their will, and dealt with them harshly and cruelly. In more recent times, they have acted in Wales, Rhode Island, South Carolina, and Iraq, and have places in the folklore and myth of many cultures around the world.

They use human servants, typically those prone to instability, to perform their will. In truth, the Lloigor need humans to survive—they feed upon the life energy of intelligent creatures to interact with the corporeal world.

ENERGY FORM

This form is the natural state of the Lloigor, and is the one in which they are the most powerful and least vulnerable.

Attributes: Agility d6, Smarts d12+1, Spirit d8, Strength d6, Vigor d6

Skills: Knowledge (Mythos) d12, Notice d12

Pace: 6"; **Parry:** 2; **Toughness:** 5

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

• **Incorporeal:** Lloigor are immaterial and can only be harmed by magical attacks while in this form.

• **Manifest:** A Lloigor can take on a corporeal, reptilian form. It takes five minutes to transform from its natural state to its solid form. It can maintain its reptilian form indefinitely, and can revert to its natural form at will. Until it

manifests, it is incorporeal and incapable of any other actions. Should it so choose, it may cease its transformation as a free action and act normally.

- **Masked:** Lloigor do not invoke Terror until they either manifest or use one of their abilities.
- **Life Drain:** With an opposed Spirit roll, Lloigor may drain energy from sleeping targets. Each success causes a level of Fatigue to their target, and causes them to awaken with a bad headache. If the Lloigor does enough to cause the target to perish, they instead fall under the complete will of the Lloigor.
- **Spells:** Any given Lloigor knows a d4 spells or more at the Keeper's discretion.
- **Telepathy:** Lloigor may mentally communicate with any sentient creature present before them or their thralls at any distance.
- **Telekinesis:** Lloigor may use the Telekinesis power as a standard action. Their skill with this ability is equal to their Smarts.
- **Vortex:** A Lloigor that has one or more thralls may draw upon their life energy to create implosions of great power. This is treated as the Burst power. Each use requires their thrall to make a Vigor check or suffer a level of Fatigue.

REPTILIAN FORM

The Lloigor that manifests physically appears as a tremendously strong Velociraptor with highly developed forearms and manipulative front claws.

Attributes: Agility d6, Smarts d12+1, Spirit d8, Strength d12+7, Vigor d12+3

Skills: Fighting d8, Notice d8

Pace: 6"; **Parry:** 6; **Toughness:** 20 (4)

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

• **Armor +4:** Thick, leathery hide.

• **Bite/Claw:** Str+d10.

• **Large:** Attackers add +2 to their attack rolls when attacking a Lloigor due to their size.

• **Shift:** A Lloigor may revert to their natural form as a standard action.

• **Size +7:** A Lloigor is the size of a T-Rex.

• **Spells:** Any given Lloigor knows a d4 spells or more at the Keeper's discretion.

• **Telepathy:** Lloigor may mentally communicate with any sentient creature present before them or their thralls at any distance.

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- **Telekinesis:** Lloigor may use the Telekinesis power as a standard action. Their skill with this ability is equal to their Smarts.
- **Vortex:** A Lloigor that has one or more thralls may draw upon their life energy to create implosions of great power. This is treated as the Burst power. Each use requires their thrall to make a Vigor check or suffer a level of Fatigue.

Mi-Go

The fungi from Yuggoth are an interstellar race with a great star-spanning empire. Their main colony in the Solar System is on Yuggoth (Pluto). They have mining colonies scattered among the mountains of Earth, where they seek rare ores. They look like winged crustaceans and are clearly not animals. They communicate with each other through color shifts of their brain-like heads, but they can speak human tongues in buzzing, insect-like voices. They often hire human agents to handle their operations, and are sometimes connected to cults. Their chief bases on Earth are in the Andes, Appalachians, and the Himalayas. As terrene food provides them no nourishment, they use the rare ores on Earth to aid in the manufacture of the fungi they require for food.

Mi-Go have a rigid caste system, are scientifically advanced, yet are creatively stunted, as they operate on a strictly “cause and effect” basis mentally, purging out unnecessary information, leaving their own origins in question. Mi-Go once sought to stifle the development of humanity, but now study its potential as a way of increasing their own. Mi-Go worship Shub-Niggurath and Nyarlathotep predominately, but perform rites of devotion to other dark gods as dictated by necessity. They do not photograph properly, coming out as indistinguishable blurs, and their corpses dissolve in a d4–1 hours after their death.

SOLDIERS

The warrior caste of the Mi-Go has been genetically altered to be better able to deal with the increasing ingenuity and savagery of mankind. Though their scientists are capable of making stronger soldiers, past experience has proven their war-like behavior can be counter-productive to the hive, risking untoward exposure of Mi-Go activities.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Notice d10

Pace: 6"; **Parry:** 7; **Toughness:** 8 (2)

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

- **Armor +2:** Thick, leathery hide.
- **Flight:** Mi-Go soldiers have a Flying Pace of 12" with a Climb of 4".
- **Hardy:** If Mi-Go soldiers are Shaken, further Shaken results have no added effect—they do not cause a wound.
- **Nipblades:** Str+d8, AP 4
- **Star Travel:** Mi-Go are immune to the rigors of space and can travel through its depths.

WORKERS

The labor caste of the Mi-Go handles day to day mining operations, and serves as the backbone of the hive. They are tireless workers and rarely have any need for sleep.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6



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Skills: Fighting d6, Notice d6

Pace: 6"; **Parry:** 5; **Toughness:** 5

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

• **Nippers:** Str+d6.

• **Flight:** Mi-Go have a Flying Pace of 12" with a Climb of 4".

• **Star Travel:** Mi-Go are immune to the rigors of space and can travel through its depths.

SCIENTISTS

The scientist caste makes up the Mi-Go elite, and each is carefully manipulated from creation to advance the species' agenda. Scientists typically orchestrate and oversee all operations of their hive, and are attended by a coterie of soldiers when they travel outside of their laboratories. They are so surgically advanced, they can place living human brains in life-sustaining metal tubes. They can then attach speaking, listening, and seeing devices to said tubes to allow the brains to interact with those about it.

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Healing d12, Knowledge (Mineralogy) d10

Pace: 6"; **Parry:** 4; **Toughness:** 5

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

• **Brain Extraction:** Given a d4 hours and the proper facilities, a scientist can transfer a brain from a captive into a metal tube.

• **Nippers:** Str+d4

• **Flight:** Mi-Go have a Flying Pace of 12" with a Climb of 4".

• **Spells:** At the Keeper's discretion, scientists may know a d4 spells pertaining to their hive's deity of worship. They view these more as scientific formulae rather than an Earthly perception of magic.

• **Star Travel:** Mi-Go are immune to the rigors of space and can travel through its depths.

MOON-BEASTS

In appearance, Moon-Beasts are great grayish-white things with rubbery skin, and resemble humanoid eyeless toads. Over their razor-lined mouth, they have a mass of undulating pink tentacles where a nose might more properly be found. Moon-Beasts are an alien race that has colonies

on the moon and other worlds in the heavens. They serve Nyarlathotep, and enslave any race they encounter. They are inhumanly cruel and enjoy torture for its own sake. Moon-Beasts, as an interstellar species, have various advanced devices and weapons, but appreciate the raw brutality of the spear and the rush they get from engaging in hand-to-hand combat.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d12, Vigor d8

Skills: Fighting d8, Intimidation d10, Persuasion d10

Pace: 6"; **Parry:** 7(1); **Toughness:** 8

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

• **Instinctual Fighter:** Any raise a Moon-Beast gets on its attack roll automatically hits the target's most weakly-armored location.

• **Paralysis:** Moon-Beasts know nerve clusters and pain centers in humanity. Any target suffering damage or a Shaken result from a Moon-Beast's attack must make a Vigor roll or be incapable of taking any action for 2d6 rounds.

• **Spear:** Str+d6. Provides +1 Parry, but requires two hands.

• **Spells:** Moon-Beasts know, at the Keeper's discretion, a d4 spells.

• **Size +2:** Moon-Beasts are the size of small bears.

SERPENT PEOPLE

A race of bipedal serpents that evolved on Earth during the Permian period, the Serpent People built great black basalt cities. Their society was comprised of sorcerers and scientists who trafficked too much with demons and dream. This proved to be their undoing, and their last secret kingdom fell in man's prehistory. The exiled survivors sought refuge in remote jungle places, and integrated themselves into tribes and cults that knew nothing of them, where they were feared and revered as gods themselves. Interbreeding with these various tribal people has enabled the Serpent People to survive, albeit tenuously, and sorcerers and pocket communities of their degenerate offspring continue to this day. Among any given cluster are a handful of Serpent People in Yig's good favor, whereas the bulk of the tribe is twisted and stunted, and display only aspects of their ancestry.

CITIZENS AND DENIZENS



TOUCHED

The Touched are the normal members of the tribe, twisted by their interbreeding and displaying little outward sign of their ancestry. Their offspring, however, may breed as the Transformed. They are frequently sent to deal with the outside world and other civilizations, and they are tasked with bringing fresh blood into their community. The Touched are commonly attractive and graceful by human standards.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Persuasion d6

Pace: 6"; **Parry:** 5(1); **Toughness:** 5; **Sanity:** 5

Special Abilities

- **Animal Magnetism:** The Touched have pheromones that give them +2 Charisma when dealing with members of the opposite sex.
- **Spear:** Str+d6. Provides +1 Parry, but requires two hands.
- **Tainted:** The Touched do not suffer Fear or Terror, nor can they be Intimidated.

TRANSFORMED

These members form the bulk of any Serpent community, and display ophidian traits to varying degrees. Generally speaking, they have reptilian skin, claws, and may or may not have snake heads. The transformed have given rise to various legends of the Naga and other such creatures of myth throughout the world.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Notice d8

Pace: 6"; **Parry:** 6; **Toughness:** 5

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

- **Bite/Claw:** Str+d4.
- **Poison:** Anyone bitten must make a Vigor roll. Success indicates the area is numb and the victim becomes Exhausted until healed. With a failure, the victim becomes Incapacitated and must make a second Vigor roll or die.
- **Spells:** Transformed with a Spirit of d10 or greater may know a d4 spells at the Keeper's discretion. Those with magical powers are known as Acolytes of Yig.



THE FAVERED OF YIG

The Favored of Yig are the incarnations of the sorcerer Serpent-Kings of lore. Rarely are there more than a handful present in any given tribe; typically they are spread out among the region's tribe to help restore the Serpent People's power. They lead all the rituals and rites of their people.

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d8, Vigor d6

Skills: Fighting d10, Healing d12, Knowledge (Mythos) d12

Pace: 6"; **Parry:** 7; **Toughness:** 5

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

- **Bite/Claw:** Str+d4
- **Poison:** Anyone bitten must make a Vigor roll at -2. Success indicates the area is numb, and the victim becomes Exhausted until healed. With a failure, the victim becomes Incapacitated and dies in 2d6 minutes.
- **Spells:** All Favored of Yig know 2d6 spells.



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SHAGGAI, INSECTS FROM (SHAN)

These alien parasites, scarcely a handspan across, were lords of an immense star empire, but a cataclysm destroyed their home planet millennia ago. A number of them managed to escape via teleportation chambers to other worlds they had slated for conquest, Earth among them. When they came to Earth, they brought with them Xicotlans that serve them as both slaves and guards. The ones arriving upon Earth were trapped due to atmospheric anomalies, and are now forever cut off from their own kind. The Earthly atmosphere also contains a contaminant weakening their natural ability to fly any great distance. Also known as Shan, they live by photosynthesis, are semi-material in nature, and enjoy causing pain and torment. Their lifespan is indefinite, and they reach maturity after two hundred years. They are scientifically advanced, using devices through which they focus their psychic ability. Devout worshippers of Azathoth, they have governed human cults in the past, tasked with finding sacrifices for their dark master.

Attributes: Agility d12+4, Smarts d12, Spirit d12, Strength d4, Vigor d6

Skills: Fighting d8

Pace: 3"; **Parry:** 6; **Toughness:** 3

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

* **Flight:** Shan have Flying Pace 6" and Climb of 3".

* **Mind Messenger:** A Shan may attempt to invade a potential host with an opposed Spirit roll. Success indicates the Shan has physically and mentally permeated the target's mind. With each day of residence, the new host must make a Spirit roll or suffer a level of Fatigue. When the host has suffered enough Fatigue to kill them, they instead fall under the will of the Shan. Each week under such control, the victim must make a Sanity check or suffer Mental Anguish. Should the victim go mad, the Shan must seek out a new host.

* **Nervewhip:** This small device emits a chattering beam of light. Victim struck by this touch attack must make an opposed Spirit roll or be Shaken for 2d6 rounds.

* **Small:** All attack rolls against a Shan are at -2.

* **Size -2:** Shan are the size of pigeons.

STAR VAMPIRES

Normally invisible, after feeding the Star Vampires appear as a writhing mass of jelly out of which extend myriad tentacles tipped with tiny suckers, like ravenous leeches. A great maw and talons extend outward from this mass.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+3, Vigor d8

Skills: Fighting d10, Notice d10, Stealth d10

Pace: 6"; **Parry:** 7; **Toughness:** 8 (2)

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

* **Alien Physiology:** +2 to recover from Shaken. Called shots do no extra damage.

* **Armor +2:** Star vampires have thick hide.

* **Bite/Talons:** Str + d4. It typically uses its two talons to grapple its prey.

* **Blood Drain:** Star vampires immediately begin feeding upon any victims in their grasp. Each round, the target must make a grappling check as usual; failure indicates the victim suffers 1 wound and loses a die type in Strength. Should this be enough to bring the target's Strength lower than a d4, they suffer a wound as usual and are treated as Exhausted until all wounds are healed.

* **Invisibility:** Unless it has recently fed, investigators suffer a -6 to Notice and attack rolls against a Star Vampire.

* **Masked:** Investigators make no Sanity checks against a Star Vampire until it reveals its presence through action or bloodshine.

* **Tentacles (4):** Though it has hundreds of tentacles, a Star Vampire has four primary tentacles. Each tentacle has a reach of 2" and suffers no multi-action, nor off-hand penalty, and each may take independent, sustained actions.

* **Weakness:** Bloodshine. Every time it feeds upon a target (causes 1 wound or more), a Star Vampire loses the benefits of invisibility for a d6 rounds until it fully metabolizes its victim's blood.

UNNAMED

Appearing much like Native American Indians, the Unnamed are human-like aliens who came to Earth millennia ago. Original worshippers of Cthulhu, they spread its word and their influence

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over the Aztecs to the south of their cavernous home of K'n-yan. They even traded and interbred with this civilization until the fall of Atlantis and Lemuria, at which point they cut off all ties with the surface folk. They possess the abilities of telepathy, immortality, and ethereallness. Once technologically advanced, the decadent Unnamed grew beyond the needs of their craft, and instead focus on experiencing new sensations and new things. They still possess some of the artifacts of former days, especially those offering protection, along with weaponry and transportation devices.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d8

Pace: 6"; **Parry:** 6; **Toughness:** 6

Special Abilities

- **Alien Physiology:** +2 to recover from Shaken. Called shots do no extra damage.
- **Insubstantiality:** These people can shift to a non-physical state as a standard action and move through walls. In such a form, they can only be harmed by magic or enchanted items.
- **Immortality:** Unnamed do not suffer any effects of aging and gain +2 to all Healing rolls.
- **Tainted:** Unnamed do not suffer Fear or Terror, nor can they be Intimidated.
- **Telepathy:** Unnamed can mentally communicate with any sentient entity within line-of-sight, as well as listen to others communicating mentally.

VOORMIS

Subhuman entities residing in present day Greenland, the Voormis were once a slave race bred by Valusian Serpent folk during the Hyborean Age. They cast off their shackles of servitude as their masters declined, and conquered present day Greenland. However, after a religious schism erupted into civil war, the Voormis were weakened and driven out of the habitable lands by man. The surviving Voormis retreated underground, into the mountains and cold regions where few men dare to venture. The sightings of Yeti and Bigfoot can be attributed to the scattered remnants of this once powerful society. Voormis worship Ithaqua, though some factions once revered Tsatthogua.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d10, Notice d10, Stealth d10, Survival d10

Pace: 6"; **Parry:** 7; **Toughness:** 8 (1)

Fear: -2

Special Abilities

- **Armor +1:** Furry hides provide protection.
- **Bite/Claw:** Str + d4. The savage Voormis usually fight bare-handed, but are not averse to using weapons when available.
- **Elemental Resistance:** Voormis are immune to the most extremes of cold.
- **Spells:** Voormis with a d8 Spirit or greater possess a d4 spells, generally relating to Ithaqua.

XICLOTLANS

This brutal, primitive slave race serves at the pleasure of the Shan (see Insects from Shaggai). Xiclotlans are a carnivorous race of highly evolved plant creatures that are used as brute laborers and guards for the hidden warrens of the Shan. They stand nearly sixteen feet in height, and resemble oddly symmetrical trees when still.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+9, Vigor d12+5

Skills: Fighting d8, Notice d6, Stealth d8

Pace: 8"; **Parry:** 6; **Toughness:** 16 (4)

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

Alien Physiology: +2 to recover from Shaken. Called shots do no extra damage.

• **Armor +4:** Thick, alien bark.

• **Size +2:** Xiclotlans stand over 16' in height and weigh over a ton.

• **Swallow Whole:** Any victim grappled must succeed on a grappling roll the following round or be shoved into the creature's gullet. Once swallowed, the victim begins suffocating and must make a successful Vigor roll each round or suffer a level of Fatigue. Once free of this danger, a character must be treated with Healing at -2 immediately, and recovers a Fatigue level every five minutes. A Xiclotlans can ingest three full sized men before it is full. Digestion takes from twenty-four to forty-eight hours.

• **Tentacles (6):** Xiclotlans have six tentacles evenly spaced around their upper body, and can bring them all to bear in combat. Each tentacle has a reach of 2", suffers no multi-action nor off-hand penalty, and may take independent sustained actions.

REALMS OF CTHULHU

TITANS AND GODS

Gods in *Realms of Cthulhu* are not kind, benevolent forces. Indeed, they are alien and immensely powerful beings that have little regard for humanity. Depending upon their mood, it is just as likely they would devour a man's soul with no more thought than you might give to squashing an insect.

USING THE GODS IN PLAY

To that end, the Keeper should take great care when introducing a physical manifestation of any of these deities into his game. Typically, encounters should be restricted to the emissaries of these deities on Earth, whether they are of terrestrial nature, such as cultists and demagogues, or are more alien and sinister, like the servitors and star-spanning races that wish to expand their dark masters' goals upon an unwitting humanity. That being said, it is not unusual that certain goals could have them glimpse the aftermath of what has been suffered through allowing these forces to succeed, or to have the investigators strive hard to prevent a summoning or other secret agenda of the forces of darkness. Action and inaction should be rewarded or punished in play as appropriate to the tone of your narrative.

THE HIERARCHY OF GODS

In the Mythos, there are three broad, sweeping categories of gods: Elder Gods, Outer Gods, and Great Old Ones. Categorizing the attributes of these entities is a fool's errand—any of these gods are immeasurably powerful with regard to the force of even a well-equipped group of investigators. However, it may be necessary to adjudicate how their presence impacts the delicate psyche of those who encounter them; thus, each category has Terror and Mental Anguish. Should the deity be able to shift form or project a more human aspect, this is noted in their description with the Mythos Ability of Masked.

ASPECTS

Many gods either cannot, or prefer not to, manifest physically and instead operate through a human vessel. These humans are referred to as Aspects and can be created using the rules detailed

in the Creature Generator for Tainted Humans. Be certain to make them appropriately powerful as dictated by the needs of your story.

ELDER GODS

These deities emerged from the dreams of the Great Old Ones to discover their creators sleeping. Fearful of what might happen should the dreamers awaken, these newborns sealed the Great Old Ones in their tombs and became gods themselves. Indeed, the very myth of Zeus emerging fully grown from the brow of his father can be considered a metaphor for the origins of the Elder Gods. While they often seem uncaring towards humanity, they are sometimes friendly with it when it suits their purpose. They are the enemies of the Great Old Ones and the Outer Gods. Some Elder Gods are scattered about the cosmos, while others remain on Earth and have been worshipped as deities by man. The Elder Gods were the original creators of the Elder Sign, lore they passed down to humanity through their servants and worshippers.

GREAT OLD ONES

The dark gods of the Mythos, these malevolent deities have long enjoyed the worship of many humans. These deities are active in the affairs of man and seek their own agendas, regardless of cost. A number of Great Old Ones are imprisoned on Earth, often beneath Elder Signs.

OUTER GODS

The most powerful beings of the Mythos, the Outer Gods are the embodiment of cosmic forces and principles. They are forces universally feared, alien, and unknowable.

ELDER GODS

Terror: -3; **Mental Anguish:** d12+d8, **Mythos Ability:** Masked

Most of the gods of myth and legend are Elder Gods in some way, shape, or fashion. Typically, each Elder God has a sweeping dominion over a particular power or sphere of influence, and is strongly associated with a particular gender. While the presence of most Elder Gods has diminished upon Earth, a great many of them are still active in the Dreamlands. Regardless of their physicalities,

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all Elder Gods possess the Masked Ability, the ability to suppress their terrible might and power and generally appear Masked, dropping it only when angered or offended.

BAST

The goddess of cats and pleasure, Bast appears as a beautiful woman with a cat's head. Her clothes reflect the finest of the time era in which she appears, though she favors rich purples and blues. She loves jewelry, especially gold, emeralds, and jade. Typically, she has little interest in the affairs of modern man, but appreciates great beauty. She still regards Egypt highly, though she presently resides in the Dreamlands. Bast takes an active role through her agents present in the waking world, chiefly cats, tigers, and other felines.

HYPNOS

The god of sleep and the brother of Thanatos, the god of death, Hypnos appears as an idealized man—youthful, tan, and muscular, with spinning locks of golden brown hair. His true form is that of nightmare, for he resides on the border between the waking world and the Dreamlands. Travelers through dreams may attract his attention should they behave in irresponsible ways in the Dreamlands. Rather than killing, he typically changes their physical form to something he finds more amusing. He possesses the sacred charge of keeping Nodens from falling into slumber, and has induced dreams into humans who have caught his attention for such purposes.

NODENS

Usually taking the form of a grey-bearded man of advancing years juxtaposed with a strong physical presence, Nodens is responsible for guarding the prisons of the Great Old Ones. He is also the Lord of the Nightgaunts. Any mortal who incurs his disfavor is swept away by a cloud of Nightgaunts that appear at his whim. Though he was once heavily involved with mankind, he no longer directly meddles in their affairs. He does, on rare occasion, take those engaged in the battle against the dark forces on trips to the outer reaches of the galaxy, so they may gain the knowledge necessary to aid humanity.

ELDER GODS IN PLAY

The Elder Gods dabble little in the affairs of man, instead remaining on the outer periphery of humanity. They reside fully in the Dreamlands.

Elder Gods are a touchstone; a bridge and barrier between humanity and the greater malevolence beyond. They aid investigators indirectly, visiting them in dreams or sending them visions. Rarely do they directly manifest on Earth in their deific form and are more likely to channel their energies through someone, essentially reshaping them or using them as a tool for their purpose.

Remember this, however, despite their power and knowledge, the Great Old Ones and the Outer Gods are far more ancient than they. In many ways they are as much a mystery to the Elder Gods as they are to mankind.

GREAT OLD ONES

Terror: -4; **Mental Anguish:** d12+d10

Immensely powerful alien beings with mastery of both magic and technologies, these beings are godlike in power, yet are still subject to some fundamental laws of the cosmos.

Some traits they all share are immense size, telepathy, and typically, a limited area to which they are confined.

ATLACH-NACHA

Appearing as a huge black spider with a human face, Atlach-Nacha possesses the Masked ability, though it rarely uses it. When doing so, it prefers to appear as a beautiful, multi-limbed woman with oriental features. This god descended to Earth from Saturn with Tsathoggua many millennia ago. It dwells in a great chasm in the Underground and spends its time single-mindedly spinning its webs to link the Dreamlands with Earth. As the chasm is inundated with dream stuff, there are mixed reports of its location, varying from Greenland to Siberia to Peru. The truth is that there are numerous seeping





points between the two realms, and the spider-god is able to move easily between them. An encounter with this god does not occur, unless it wishes it. Most natural Gates in the Underground, such as those employed by Ghouls and Gugs, are a result of this god's handiwork. Prophecies state that when it completes its web between the two worlds, Hypnos will no longer be able to keep Nodens awake, and the Great Old Ones will escape from their prisons en masse.

BOKRUG

This god prefers a smaller form than most of its brethren—that of an iguana-like creature the size of a large alligator. Its greenish-blue scales shimmer metallically, and its eyes burn yellow-green. Dwelling in the Dreamlands, it spends most of its time sleeping in the ruins of Sarnath found there, a city it destroyed for blaspheming against it. Since the imprisonment of its brethren, it has little use for Earth, and prefers to torment any travelers that pass its way. Bokrug is vengeance incarnate and is offended by the smallest slight. Rather than cut down its offenders, it instead works to destroy the world around them until they beg for death. Only too late the victims realize death is no escape, as Bokrug devours the souls of the dead trapping them forever in its service. Some Mythos scholars believe encounters with Bokrug in Earth's pre-history form the basis for the modern conception of Satan.

CHAUGNAR FAUGN

This elephantine god sits and dreams upon its pedestal in a remote cave deep in the mountains of Asia. Rarely does it stir, so that it resembles a statue more than any living thing. With the head of an elephant and the body of a bloated Buddha, it rises only at night to feast upon any within its hall, selecting first any sacrifices or unbelievers present before moving on to its own worshippers. It drains the blood of its victims through its snout, and any lucky enough to escape suffer wounds that never heal. In periods of greater activity, Chaugnar Faugn chooses a companion from among his faithful or even from potential sacrifices. A mental bond is formed between the two, but the stress of an alien mind eventually drives even the strongest willed man to madness. Each day of companionship forces the victim to make a Terror check or suffer Mental Trauma as this god's nightmares take over

their mind. He is thought to be the progenitor of vampires, a hypothesis that has yet to be decisively proven.

CTHUGHA

A flaming, sentient mass of nuclear fire, Cthugha visited the Earth long ago when it was still molten, and retreated into the underground as the planet cooled. Never sleeping, the Elder Gods were forced to battle it, and the energies brought to bear upon Cthugha drove it insane and it retreated to its native home, the star of Korvaz near Fomalhaut. Though it can communicate with humans, it rarely does, for such contact, unless through a proper summoning, commonly drives people insane and invokes an immediate Sanity check. Improperly summoned, it can wreak great havoc, as evidenced in past history by the Tunguska event of 1908 and the Great Fire of London which occurred in 1666. Fire Vampires, known to mankind as Jinni, are its offspring and emissaries.

CTHULHU

An immense, octopus-headed humanoid with leathery, scaled bat-wings, Cthulhu is able to shape its basic form at will, but always retains recognizable qualities of its primal appearance. Its body is usually bloated and corpse-like. Dwelling in the dead city of R'lyeh, it is in a state of stasis, living death, waiting to awaken and wreak its fury upon the world. When it and its brethren first fell to Earth, long before the first glimmerings of man, they built the great city. But soon after, Cthulhu fell to dreaming. While it slept, humanity emerged and grew to power, and the Elder Gods imprisoned Cthulhu and many of the other Great Old Ones. Cthulhu, however, reached out and began to indoctrinate mankind in its dark rites and rituals, and whispered words of how to worship it. The energy it draws from its followers is not to be underestimated. Unlike many of the other Great Old Ones, Cthulhu sees humanity as the key to pick the lock on its prison, and bestows power onto its favored to seek its eventual return to power. Those who fall from its grace suffer terribly and are often stripped of their powers. While promising many things, Cthulhu, in the end, will deliver only destruction. It waits patiently. Until the stars are right and the city again rises, any summoning of Cthulhu is temporary, and the power it draws from its followers does not permit it to sustain itself long

GREAT OLD ONES IN PLAY

These godlike alien entities are nearly omnipotent in power. While “godlike” and “omnipotent” both look good on paper, these beings require huge amounts of energy to sustain themselves, and are rarely active in the human sense.

It is essential to keep each Great Old One removed a level from rational concerns and considerations. Their agendas are rarely that of their agents and it is important to keep that paramount in your mind. In game terms, the Great Old Ones have simple underlying wants. They want to be free from their prisons, whether physical or mental, and they want to be dominant over all other things, living and dead. That's it.

Each Great Old One is in a struggle with all of the others to achieve these goals. Many of them know each other's secrets and weaknesses and have placed control into mankind's hands to varying degrees. They each want their cults to be the most powerful, for the more humanity worships them, the stronger they get. Their agents, these cultists, seek to bring them back to Earth or rouse them from slumber and thus reintroduce the planet to a new age of alien servitude.

Servitors are either created by the Great Old Ones for some sinister purpose, or civilizations that have already succumbed to the corrupting influence of their alien masters.

Independent Races are those who may worship the Great Old Ones, but they still hope to retain their individuality and freedom from becoming a servitor. This does not make them angels, and they may still perform dark deeds without hesitation.

before falling again below the waves and back into its conscious stupor. Only when the web is fully spun by Atlach-Nacha, shall Cthulhu and its city rise, and the end-times begin.

CYAEGBHA

Embodying hatred in its purest form, Cyaegha is a writhing mass of black tentacles that seep darkness with a centrally located green eye that pulses with unholy power. After its imprisonment beneath Dark Hill, it managed to insinuate its genetic material into the surrounding countryside, twisting the foliage, mutating livestock, and infecting man with a bit of itself. This destroyed the landscape and gave the hill its name. Cyaegha's bloodline, the Dark Men, worships and protects it, while keeping it imprisoned until the time is right for the being to be freed.

From time to time, Cyaegha manages to rise and wreak vengeance upon the countryside before withdrawing back into its caves to brood and rebuild its power.

EIHORT

A gelatinous, translucently corpse-colored shape constantly oozing as it shuffles about on its stunted, fleshless legs, Eihort has a dozen or so eyes that bubble in and out of its skin, occasionally surfacing with a sickening pop. It dwells in Labyrinth, a network of tunnels. Any who enter its presence are given the opportunity to serve him. Those who refuse are crushed. Those who accept, however, fare little better, as Eihort blocks out the memory of their encounter with it, and they are implanted with eggs. The host finds themselves again on the surface world, miles from where they were, usually wandering in the countryside. While the eggs mature in the host's body, the host suffers no physical impediments, but begins suffering from nightmares until the eggs eventually hatch out, killing them instantly.

GHATANOTHOA

Appearing as a complete absence of light with only the vaguest outline to allude to its writhing mass of tentacles, Ghatañothoa is a monstrous entity of terrible power. It once dwelled on the continent of Mu in an eons-dead volcano amidst the ruins of a city built by the Fungi of Yuggoth. When the continent sank, it was trapped, buried beneath

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the upheavals of the Earth. Shifting tectonic plates force the fragmented ruins to the surface from time to time as certain stars align, and Ghatanotha is free until it falls again beneath the waters. Any who encounter it on the streets of its city are gifted with its curse, petrified instantly, though their minds still function until they draw their last breath. The story of this curse is the underpinning for the myth of Medusa.

GLAAKI

Appearing as an immense water slug with three ponderous eyes dipping about on stalks, Glaaki drips slime and ooze from its spongy body. Metallic spikes dangerously protrude from its back, and its underbelly has fleshy white pyramidal protuberances that it uses for locomotion. It is able to shoot spines with deadly accuracy into sacrifices, who then become Servants of Glaaki. It makes its home in bodies of water of all types, including lakes, canals, and even sewers. Glaaki is able to freely travel between any of them via underwater Gates that make distances irrelevant between the locations. It is never found far afield from water. It arrived on Earth after its asteroid prison crashed to Earth near Goatswood in the mid-1700s, and formed the lake found there. Its agenda is to expand its base of undead followers, increase its power, and eventually submerge the planet beneath the waters. This puts its agenda, quite naturally, at odds with those of some of the other Great Old Ones.

HASTUR

Unlike many of the other Great Old Ones, it seems Hastur has taken great pains to conceal its true form, but generally appears in the form of a gigantic, many-tentacled sea monstrosity when close to large bodies of water. In other circumstances, Hastur is a force invisible to the naked eye that manifests its will through corpses of those found in its presence, and when so doing, the bones seem to melt and the flesh bubbles with freshly formed scales. Commonly referenced as the Unspeakable One, Hastur is imprisoned on a dark star near Aldebaran, and created the means of star travel employed by its servitors, the Byakhee, and others. The amount of energies required to maintain any form on Earth is greatly limited, and despite its

best efforts and those of its followers, it cannot maintain its form when Aldebaran falls below the horizon and forces it back to its prison.

ITHAQUA

Known also as the Wendigo, Ithaqua has the form of a bestial man made of wind with stars for eyes. It can walk effortlessly across the sky and is restricted to the northern wastes of the world, though the depths of space provide it with cold comfort as well. When the Elder Gods trapped the Great Old Ones, they sealed Ithaqua away in a parallel dimension on the planet of Borea. Though it broke free of its prison, it still visits the planet from time to time, taking elements of Earth to it. Those hapless humans it pulls through to populate this other world are tainted, and gain both the immunity to cold of their captor, and its weakness to such things as the Elder Sign. This god walks the cosmos, returning to the arctic regions one year in every five to see if it is free to walk the rest of the world as well. During this time, its cults have a great rise in followers, and the winters and winds of the world grow ever colder. Any who gaze upon it are doomed to die, and when death takes them they are frozen as its servitor winds rip the offending mortal's soul out of its body, and take it off to its master.

NYOGTHA

Nyogtha is an amorphous, gelatinous blob of inky blackness that constantly shifts its rough form so that tentacles and pseudopods continually wink into and out of existence. In truth, it was a Formless Spawn that aspired to godhood, and begged to be spared when the Elder Gods imprisoned or destroyed its brethren. Nyogtha patiently waited in deep caverns until such times as the Elder Gods were little more than memory. It seeks out kindred spirits, those seeking power, among humankind, and tries to nurture their power and grow its own. It did make one overture of power, devouring the citizens of Roanoke while in league with witches. This act drew Nodens' ire, and it was banished beneath the Earth for all time. As a denizen of the Caverns of Yoth, deep in the Underworld, it draws upon Ghouls and Gugs as allies, and can be summoned to the surface world through any of the various cavern openings leading to its home.

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QUACHIL UTTAUS

This powerful entity takes the form of a decayed and moldering child, with its arms drawn tightly across its chest and its legs drawn tightly together. In its vacant eye sockets can be witnessed all of entropy and eternity bound together in a lovers' embrace. It rarely speaks or moves. Any who summon it and ask for less than immortality are turned to ash, and as a token of contempt, it walks through their dust. With the Elder Gods' rise, Quachil Uttaus removed itself to a dark limbo beyond time and space. The art of mummification, the Egyptian fixation with the dead, as well as the symbol of the ankh itself are echoes of this dark being.

RHAN-TEGOOTH

Rhan-Tegoth came to Earth from Yuggoth over three million years ago, and made its home in what eventually became Alaska. Feeding upon followers of its faith until the last glacial cycle drove men further south, Rhan-Tegoth fell into deep hibernation. If discovered, it appears as an unnatural carving, a thing with a great ovoid body, six long sinuous legs

with crab-like claws, and a triangular head with three dead fish eyes, and a long proboscis. It sits upon what appears to be a great ivory throne. This sleeping god was discovered by an expedition in the early 20th century. Thought to be a statue, it wound up in the storage facility of the Royal Ontario Museum after being discredited for being a fake example of Aleut craftsmanship. Some time thereafter, it disappeared back to its icy home. Scholars of the Myth believe that destroying this god forever seals the Great Old Ones in their sleeping tombs, but this is conjecture at best. Certain rituals can awaken Rhan-Tegoth from its slumber for short times, but without regular worship, it returns to its throne and to its stupor.

SHUDDÉ M'ELL

Grandiose in size, even by the Great Old Ones' measure, Shudde M'ell extends over a mile; its long, grey fleshed wormy body wanders through the crust of the Earth with its kindred. Its face ends in a tempest of tentacles that ooze with the acids and cold heat enabling it to burn through any earth. So long has it dwelled beneath the ground that sunlight causes it deep discomfort, although it causes it no permanent injury. It is the leader and progenitor of the Chthonians. It was once imprisoned beneath G'harne, but Elder Signs shifted, freeing the creature. Though once worshipped as Apophis by the Egyptians, it has few human cults that praise it any more. Usually such groups are located in remote parts of Mongolia and Africa, and they perform regular sacrifices into entrances of deep caves or fissures in the earth. Ancient druidic cults worshipped it in parts of England and along the Pacific Coast of America as well. Whether such cults still exist within a modern, civilized society is doubtful.

TSATHOGGUA

A corpulent, humanoid creature with a toad-shaped head and a furry body, Tsathoggua is one of the less malevolent Great Old Ones. Generally sleepy-eyed and toothy grinded, its great power kept it from fully falling asleep, but it is in a constant dream-like state, dwelling in the black abyss of N'Kai. It has been worshipped for millennia in various iterations as the toad-god among various civilizations. It sired the Formless Spawn in one of its more lucid moments, and they serve to protect and guard their master, as well as accumulate

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power for it. Orgies, war, instability, and sacrifice all serve to increase Tsathoggua's power. Major cities throughout the world still have underground sanctuaries actively worshipping it, and Tshathogua bestows gifts of great power among its faithful, though not without cost. Continual worship and delving into the secrets of the Mythos often permanently alters its most loyal servants' bodies as well as their souls.

Y'GOLONAC

A glowing, pale outline of a form, Y'golonac is a flabby, headless body with mouths on the palms of its hands. The walker of walls, Y'golonac spends its times moving in and out of the Dreamlands, listening to the periphery of humanity's pulse, seeking out only the most depraved souls to serve it. As such, it has few followers, but those it selects are among the most perverse to worship any dark entity. Whenever its name is spoken in the presence of evil, it sometimes appears to investigate. It is drawn to those drenched in the lore of the Mythos, and may tempt them with the Revelations of Glaaki. Any who elect to serve Y'golonac are gifted with dark powers. In return, it asks for complete obedience and gains a bit of their essence, the ability to shift into their form. Eventually, when their servant becomes fully depraved, Y'golonac often succumbs to its baseness and devours the deliciously evil mortal.

YIG

The father of serpents, Yig commonly appears as an immensely muscular scaled man with the head of a serpent, though it can appear in any physical form. It has long been worshipped across the Americas in various forms by various human tribes. The only civilized people to worship it were transformed ages ago into the Serpent Folk by Yig as a sign of its favor. Rarely does it manifest, instead preferring to empower its believers or send a deadly serpent to kill any who dare harm its followers. Any bitten by such a snake die a most painful death in moments. Possessed of an intriguing sense of honor, Yig sends snakes three nights in a row, and should the marked fend off all three attacks, Yig bothers them no more unless threatened again. Should they ever have offspring, their children possess the "Curse of Yig", and are born horribly malformed and prone to madness. Some Indian tribes in the Central Plains region and voodoo practitioners in the Deep South

regularly pay this snake god homage. Among the spells it favors to gift its worshippers are Summon/Bind and Contact spells.

ZHAR

Trapped in a dead city beneath the Plateau of Tsang, Zhar came to Earth from Arcturus, and is actively worshipped by the Tcho-Tcho. It is able to project itself beyond its physical form and interact with its followers in this manner. Its raw form is a quivering mass of grayish flesh with tentacles stretching out in all directions that give off peculiar ululations. If disturbed, the merest touch of its tentacles disintegrates the offender.

ZOTH-OMMOG

This dark god is trapped in the sunken city of R'lyeh. Its body is conical and its head is vaguely reptilian, though it is hard to tell due to the writhing mass of tentacles that obfuscate its true features. Only its eyes shine dark and hard. Around its torso are four thick pseudo-pods that resemble starfish arms. Worshipped chiefly among Deep Ones, this god does not sleep, but is restricted in how it may manifest itself. Unable to communicate through dreams, it can only make contact with those in the presence of statues of itself scattered around the world. Many of the statues are lost or buried, so Zoth-Ommog is relatively unknown, even to experts of Cthulhu.

OUTER GODS

Terror: -5; **Mental Anguish:** d12+d12

Embodying cosmic forces beyond even the ken of the Great Old Ones, the Outer Gods are nearly universally reviled. Only the most perverse individuals seek out their favor.

ABHOTH

Filth, disease, and pestilence all stem from the great pool of grey slime in the cavernous recesses of the Underworld. This protean pool is Abhoto. Monstrous life constantly pops and bubbles and climbs from its depths, seeking escape, and as many creatures are devoured as manage to make their way free. If threatened or disturbed in any way, these spawn are allowed to deal with the intruder. Abhoto dwells in the caverns of N'Kai and is darkly cyni-

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cal. Tsathoggua is its greatest creation and tool, for any that worship it unknowingly worship Abhoth as well.

AZATHOTH

Dwelling beyond space and time, Azathoth has existed since the beginning of the universe, at its very center in a fantastic cave darkly illuminated and filled with the beating of drums and the monotonous cacophony of fluting. It is a monstrous, burbling blob of ruddy colored flesh. At its essence, Azathoth is primal chaos. Blind and idiotic, it is the ruler of the Outer Gods. It does not consciously think in any human sense of the word, and instead, feels.

Lesser gods dance about it for its entertainment, while Nyarlathotep fulfills its every whim. Calling upon this god's power generally results in madness, but those who are able to transcend their humanity often gain rare insights into the underlying nature and meaning of the universe.

DAOLOTH

A being so complex to gaze upon that the mind refuses to see more than a shapeless mass of grey plastic and metal rods, Daoloth is known as the "Render of Veils". Daoloth was once highly praised by Atlanteans, and is still worshipped on Yuggoth and other inhuman worlds, though few humans still serve him.

LESSER OTHER GODS

These gods are the unquantifiable attendant gods that surround Azathoth. Most are as mindless as the mad god, but some have their own unique identities and agendas, and some may well interact with humanity.

Despite the numerous other gods with which the Mythos is filled, this category gives the Keeper ample opportunity to introduce new entities into their campaign.

NYARLATHOTEP

The messenger of the Outer Gods, Nyarlathotep is the heart and soul of all of their power distilled into a mighty personality that revels in driving mortals into new realms of madness and insanity. To it, such pleasure far exceeds merely causing the destruction of the creature that has garnered its attention. Its natural form is a brackish slime and it rarely stays in one place for long. It claims to have a thousand forms, and generally is known to its followers by one or more of these identities. Unlike the others, Nyarlathotep makes liberal use of the Masked ability, and often appears in a gendered form, such as the Black Pharaoh, an Egyptian looking human, or the Queen in Red, a beautiful woman of mixed ancestry. However, it is not beyond taking mixed forms as well, such as the Bloated Woman, a tremendous woman whose torso terminates in a miasma of tentacles, or the Haunter of the Dark, a winged beast with a tri-lobed red eye. In addition to its role as messenger of the Outer Gods, it also communicates with the Great Old Ones on a regular basis. Its cults have varying degrees of interactions with cults of other gods. Nyarlathotep is one of the few Outer Gods with a strong network of cults throughout the sphere. It is prophesied to come at the end-times dressed in red with wild animals attending it, to destroy humanity and the Earth.



SHUB-NIGGURATH

Shub-Niggurath is a perverse fertility goddess that has possessed more worshippers throughout the history of man than any of the other gods. At times, it has taken the guise of Hecate and even the Earth Mother. For those who have followed it well, offering up blood sacrifice, it has given in return great harvests and healthy children. It dwells beneath the surface of the Earth in a great cavern beneath southern Arabia, awaiting its mate Hastur to give birth to a brood that shall overrun the Earth. However, if properly called, it appears either as a misty cloud with tentacles and hooves forming and reforming, or, if in more generous mood, as a cloaked figure of indeterminate sex. In truth, it can appear as any life form whatsoever, and prefers to preserve life rather than end it. It seeks to reestablish its power and presence among humanity. Rarely does it truck directly with man, preferring to work through its minions, and languish in its lonely caverns.

TULZSCHA

In the presence of Azathoth, its natural form is a blazing green ball of flame, dancing with its brethren. On Earth, it forms a fiery column from a sphere of mist, and doesn't move once it fully manifests. It exudes cold and corruption and rarely is worshipped, though it is purported to bestow a living undeath upon its most faithful, granting them a twisted form of immortality. A few pocket cults are found in the West Indies, France, Italy and the Middle East.

UBBO SATHLA

A fantastically immense, fleshy amoeba, Ubbo Sathla resides in primordial ooze on the fringe of the Dreamlands, bordering upon many dimensions. Its home is referred to as Y'qaa. It is a mindless creature, constantly shuffling off its skin, and from its wet, slime-crusted discards forms life. This life is the origin of all mortal life in the universe. Much of it is devoured by Ubbo Sathla, but some survive to populate new dimensions and worlds throughout the cosmoses. Within its grove of Y'quaalie the Elder Keys. These tablets are purported to contain great knowledge and secrets of the Elder Gods, but none who dared to retrieve them have survived to tell the tale.

OUTER GODS IN PLAY

The Outer Gods are forces that are impossible to contain or reign in, much less communicate with in any sort of conventional sense. Reread our discussion of alien thinking in the Great Old Ones in Play, and remember that Outer Gods are far beyond even that. They are the blend of creation and destruction, permanence and decay. Luckily, they rarely deign to interact with humanity and few madmen are foolish enough to contact these powers.

For the purposes of the Keeper, however, there are a few Outer Gods that are well-suited for game play, and it only takes one madman to bring any of them into your campaign.

Nyarlathotep: This dark messenger is both a servant and an immense power in its own right. As a Keeper, you can have many shadow cults of minions worshipping other powers and entities. These cults could in turn be mere distractions and sacrificial lambs to Nyarlathotep's greater purposes.

Shub-Niggurath: This "goddess" is ideal for games with a more action oriented focus, as investigators could travel to hidden temples in forbidden jungles, fighting cultists and minions seeking to make the unholy union between Shub-Niggurath and Hastur finally come to pass.

Yog-Sothoth: Perfectly suited for a game with strong elements of magic and mysticism, the focus of a campaign with Yog-Sothoth could be that of preventing one of its minions from bringing it through the void.

As you can see, you can use any of these Outer Gods as the foundation for an entire campaign. Select one that best suits your sensibilities and have fun.



YIBB-TSTLL

This terrible god dwells in the Jungles of Kled in the Dreamlands and views all time and space in the center of its clearing. Its body is black and pulsating and repulsively reptilian.

Of immense size, ravenous Nightgaunts swarm about its pus-riddled face, feasting on fragments of rotting flesh. Its eyes hang from their sockets, and are also nibbled on by its brood. Few mortals dare worship it, let alone attempt to summon it. Any who do usually are driven instantly mad, or die a quick, loathsome death.

YOG-SOTHOTH

Existing in the void between the planes, Yog-Sothoth is energy manifest—a shimmering conglomeration of pulsing lights of ever-shifting color and chaos. Large in size, when spotted throughout history it has been mistaken for chariots of fire,

meteor storms, and UFOs. Sorcerers seeking power often are driven to call upon Yog-Sothoth, for it knows the secret of planar travel so well that it can impart it upon man without driving them to madness.

Through this secret knowledge, one could travel through the very fabric of time itself. Mythos works commonly refer to this Outer God as the Key and the Gate. In return for this arcane knowledge, Yog-Sothoth is able to manifest into the space-time of Earth. Forces beyond itself eventually pull it back into the void despite its best efforts to the contrary. While manifest on the Earth, Yog-Sothoth lusts after mortal souls, feasting upon them whenever an opportunity arises.

When properly summoned, Yog-Sothoth most often appears as Tawil at'Umr (the Prolonged of Life), one of its mortal appearing masks. In this guise, the Outer God appears to others as a middle-aged man of Arabic descent.

CONVERTING CTHULHU

Chaosium has produced a library of books over the years and many Keepers will certainly want to take advantage of the materials available. To that end, we offer some insights, suggestions and cold, hard tables to help you achieve your goals.

CoC TO RoC AND BACK

First, we'll go through characters, move on to creatures, and then address magic.

ARCHETYPES

Look over the existing archetype and migrate accordingly. This represents the investigator's general knowledge base in RoC (as is covered by Common Knowledge) which can be further refined with appropriate Defining Interests.

Attributes

CoC	RoC
Strength	Strength
Constitution	Vigor
Size	Note 1
Intelligence	Smarts
Power	Spirit
Dexterity	Agility
Appearance	Note 2
Education	Note 3

Note 1: The Size attribute in CoC reflects an investigator's height and weight. In RoC, a person is assumed to be of average height and weight unless they take Edges or Hindrances that indicate otherwise.

CoC Humans	RoC Humans
Size <10	Small (Hindrance)
10-14	Average
15-18	Obese (Hindrance) or Brawny (Edge) if Strength and Vigor are both d6+

Note 2: Appearance reflects the general physical appeal of an investigator. Again, whereas CoC has a statistical number, RoC makes use of Edges and Hindrances.

CoC	RoC
3-5	Ugly (Hindrance)
6-14	Average
15-17	Attractive (Edge)
18	Very Attractive (Edge)

Note 3: Calculated Statistics cannot port over directly, but mechanics can encompass the concepts:

Statistic	Mechanic
Idea	Common Knowledge
Knowledge	Common Knowledge + Defining Interests

Luck is used in CoC, so that the player may be able to save their investigator from time to time. RoC achieves the same effect through bennies, and the number an investigator has at the beginning of each adventure is determined by their Luck which can be modified through Edges and Hindrances. Remember: Luck is an investigator's Power x 5.

CoC	Starting Bennies
01-20	-1; Bad Luck (Hindrance)
25-70	Normal
75-85	+1; Luck (Edge)
90+	+2; Great Luck (Edge)

SANITY

In CoC, you have a granular level of Sanity that gradually erodes away. This number begins at Power x 5. In RoC, Sanity functions chiefly as a defense mechanism against the horrors. It can wash away too, but that generally happens at a slower rate. Both are impacted, as well, by the amount of Mythos Knowledge the investigator is exposed to.

REALMS OF CTHULHU

CoC

Power x5
– Cthulhu Mythos*

*See notes under skills.

RoC

2 + Spirit/2
– Corruption*

ATTRIBUTES

Next, look at the character's attributes and then translate accordingly.

CoC RoC

3-6	d4
7-11	d6
12-14	d8
15-16	d10
17-18	d12
19-20	d12+1
21-24	d12+2
25-28	d12+3
29-32	d12+4
33-36	d12+5
and so on	

DEFINING INTERESTS

Whereas CoC has a number of granular skills, RoC makes do with Defining Interests to further flesh out an investigator's general knowledge. This, coupled with archetypes and skills, rounds out the investigator. Typically, investigators have half their Smarts die in Defining Interests, so choose those that best define the investigator.

Each language beyond the first counts towards the investigator's total Defining Interests.

SKILL EQUIVALENCIES

The table on page 157 lets you know whether there is an existing skill in RoC, or if it is covered by Common Knowledge (CK) or a Defining Interest. The CK column indicates whether a general layperson possesses a degree of knowledge in a particular topic. Certain archetypes, however, may have a CK in something that a regular person does not. For example, someone playing a Professor of Anthropology is presumed to have a CK of anthropology, whereas a Scientist does not.

CREDIT RATING

In CoC, this represents primarily an investigator's wealth, reputation, and ability to bluff creditors and banks. In SW this is collapsed into creative uses of the Persuasion skill and relevant Edges. The fol-

lowing table, however, is perfectly appropriate for translating Credit Rating purely into its monetary equivalent.

Credit Rating

1-24
25-74
75-94
95-100

Wealth Level

Poverty (Hindrance)
Average
Rich (Edge)
Filthy Rich (Edge)

SKILL LEVELS

Since both systems share a classless system, it is relatively painless to migrate over skills.

CoC

01-25
26-50
51-75
76-84
85-94
95-97
98-99
100

RoC

d4
d6
d8
d10
d12
d12+1; Professional
d12+2; Expert (expert)
d12+2 and Master (Edge)

COMBAT SKILLS

Here is where you may need to fudge a little bit. CoC has more granular skills while RoC has broad based skills. Each weapon class in CoC has a skill, so you can look over them and collapse them into a die type that best captures the character (or creature as the case may be). You have to do this for both Shooting and Fighting. Alternately, you can just add all the percentages up for the categories (Shooting or Fighting), divide by the number of skills, and consult the chart above.

Either method works just fine as long as you're consistent in your methodology.

Example: Harvey Walter in CoC has four melee skills that total 100%. Dividing them by four, we see he has an average of 25%, giving him a Fighting d4. His five ranged weapon skills total 115%, giving him an average of 23% and a Shooting d4.

CONVERTING CREATURES

The above sections should be able to handle most of your conversion work for creatures with just a few exceptions, namely categories, armor, movement, weapons, and abilities.



Each Mythos creature falls into one of the following five categories. This is used to determine the Terror and Mental Anguish that a particular creature generates, and replaces the Sanity damage found in *Call of Cthulhu*.

SERVITORS

Terror: 0; **Mental Anguish:** Spirit+d4

INDEPENDENT RACES

Terror: -1; **Mental Anguish:** Spirit+d6

ELDER GODS

Terror: -2; **Mental Anguish:** Spirit+d8

GREAT OLD ONES

Terror: -3; **Mental Anguish:** Spirit+d10

OUTER GODS

Terror: -4; **Mental Anguish:** Spirit+d12

Armor: Take the CoC creature's listed armor value and divide by 2 to yield their RoC armor.

Movement: Take the CoC Move value x 3/4 (dropping fractions) to determine their exact RoC Pace. If you don't want to do the math, just go with what feels right, remembering that an average investigator has a Pace of 6 and can run an additional d6 inches should they be motivated enough. In other words, do you want your investigators to be able to outrun the beast you're converting?

Weapons: First off, disregard the CoC DB (as Strength is already in the mix in RoC) and figure out how much damage the creature's natural weapons should be doing. Use the creatures in this book as a guide. Typically, you should be able to port this directly over, but you have to tweak it to what feels right.

Example 1: *The Hound of Tindalos has paws that do 1d6 + ichor + db. The 1d6 feels right for the damage, so we pull that in (and fiddle with other rules for the ichor) and disregard the db (as we add Strength as part of the damage already in RoC).*

Example 2: *Hunting Horrors have a bite that does a d6 damage, but this thing is really big (technically it's huge), over 40' in length, so I'm thinking that its teeth have to be really big and really sharp, so it makes sense that it should do a d8 damage. If I converted it over literally, it'd just be a d6. Either way, it's probably going to snap someone's head off if it gets to bite down, so it could well just be a mental exercise in any case.*



Abilities: CoC has a lot of abilities that are quite specific to individual creatures. This is a cool thing as each creature should be the singular star of the show.

Generally, you don't run into a parade of various creatures during an adventure so this works well. What you need to do is to pay close attention to the monstrous abilities in *Savage Worlds*, and look at what was done in these pages. The Creature Generator is an especially fine place to start. You don't want to create a whole bunch of abilities if you can already use existing ones, but remember it's okay to do it if it works for you and your group. Try to boil the creature down to its essence and, as far as possible, use existing spells, abilities, and what you've learned by reading through this book to convert the creature over.

At the end of the day, with this information, these guidelines, and a dash of common sense, you should be able to portray any of the monstrosities and oddities in the Mythos (and your imagination) with little difficulty.

REALMS OF CTHULHU

NEW TO CTHULHU?

WHERE HAVE YOU BEEN?

If you dig Realms of Cthulhu, you've got a lot of treats in store for you. There is literally an entire world of Mythos material to melt your mind.

Fiction: Grab some books by H.P. Lovecraft and start reading. Another great resource is *The Cthulhu Mythos Encyclopedia* by Daniel Harms that can both inspire and overwhelm you with its information. Finally, I'd wrap things up by mentioning Brian Lumley's *Titus Crowe* series for a great example of how an extended campaign could be constructed. If you're wired do an internet search - you'll find lots of Lovecraft's works available in the public domain, and there are number of good online resources to bring you up to speed, such as yogsothoth.com and bloopwatch.org.

RPG Stuff: Check out Chaosium's *Call of Cthulhu* lines, Pelgrane Press' *Trail of Cthulhu RPG*, anything with Ken Hite's name on it (even if it's not Cthulhu related), and keep an eye on us as well. We're certain we're leaving some stuff out, but the tentacles of the Old Ones are far reaching.

Board Games: *Arkham Horror* by Fantasy Flight Games is awesome (and time devouring) and *Munchkin Cthulhu* by Steve Jackson Games for something a bit more light-hearted.

For nifty props, we'd recommend Cthulhulives.org, the home of the H.P. Lovecraft Historical Society. Yes, it's a website, but it's a store where you can get all manner of really neat stuff. Some of the fonts found in this book are available for purchase over there.

Support Sites: Visit realityblurs.com for free downloads and product support. Join our forums, and check out our store for member exclusives.

MAGIC

Spells of the Greater Grimoire have been converted within these pages, and guidelines have been given on incorporating existing *Savage Worlds* spells into RoC. Spells and rituals have to be addressed on a case by case basis, and I'm sorry to say, there is no exact guideline for converting over spells you may feel we were remiss in leaving out. Again, look at what we've done and give it your best shot. I will venture a few recommendations. Rituals that are powerful should suffer a substantial penalty to cast, or have some other dangerous side effect. Spells that can be cast quickly should mandate a fatigue cost, especially in the hands of investigators, to inhibit their use and abuse.

The usual scarcity of spells, the dangers of spell casting, and the threat to one's Sanity should be enough to keep potential abuses in check.

CONVERTING SPELL BOOKS

Books are easily converted over by looking at their spell multipliers and consulting the following table to determine their equivalent Arcane Lore.

Spell Multiplier	Arcane Lore
X5	+2
X4	+1
X3	+0
X2	-1
X1	-2

CONVERTING ARTIFACTS AND ITEMS

Though we touched little on magical items, outside of an odd Elder Sign and the Bridle of the Star Steed, I'd like to direct your attention to the Enchant Items spell. This is a good way to put a bit of power in your investigators' hands. Either the spell, or an item or two can greatly increase the party's chance of success. Necessity is the mother of invention, and if you feel your group needs the thigh bone of a Byakhee blessed by a priest to put down a thousand year old wizard, then include one.

Many (if not all) artifacts and items encountered in a Mythos Tale are plot devices to drive your narrative forward, so don't get too hung up on things, but remember to give each artifact and item a place and purpose in your adventures or campaign world, and you'll do just fine.

CONVERTING CTHULHU



CoC Skill	RoC Skill	CK	Defining Interest
Accounting	Knowledge (Accounting)	Y	Y
Anthropology	Knowledge (Anthropology)	N	Y
Archaeology	Knowledge (Archaeology)	N	Y
Art (painting)	-	N	Y
Astronomy	Knowledge (Astronomy)	N	Y
Bargain	Persuasion	N	Y
Biology	Knowledge (Biology)	N	Y
Conceal	Stealth	N	Y
Chemistry	Knowledge (Chemistry)	N	Y
Credit Rating*	n/a	-	-
Cthulhu Mythos	Knowledge (Mythos)	N	-
Dodge**	n/a	-	-
Drive Auto/Carriage	Drive	N	Y
Electrical Repair	Repair	N	Y
Electronics	Knowledge (Electronics)	N	Y
Fast Talk	Persuasion	N	Y
First Aid	Healing	N	Y
Geology	Knowledge (Geology)	N	Y
Hide	Stealth	N	Y
History	Knowledge (History)	Y	Y
Jump	-	N	Y
Law	Knowledge (Law)	Y	Y
Library Use	Investigation	N	Y
Listen	Notice	N	Y
Locksmith***	Lockpicking	N	Y
Mechanical Repair	Repair	N	Y
Medicine	Knowledge (Medicine)	N	Y
Natural History	Knowledge (Natural History)	Y	Y
Occult	Knowledge (Occult)	N	Y
Persuade	Persuasion	N	Y
Pharmacy	Knowledge (Pharmacy)	N	Y
Physics	Knowledge (Physics)	N	Y
Photography	-	Y	Y
Psychoanalysis	Knowledge (Psychology)	N	Y
Psychology	Knowledge (Psychology)	N	Y
Ride	Ride	N	Y
Sneak	Stealth	N	Y
Spot Hidden	Notice	N	Y
Swim	Swimming	N	Y
Throw	Throwing	N	N
Track	Tracking	N	Y

*This is reflected by the investigator's wealth level as determined by Edges and Hindrances

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